

02
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GAME BOY ADVANCE ACTION

gba WORLD



GameCube!

**Six pages of
Reviews + Previews
inside!**



Reviewed!

**Samurai Jack
on GBA!**

Mario Mania!

**Reviews, Previews
and more!**

Huge Holiday Issue!

**Final
Fantasy Tactics:**

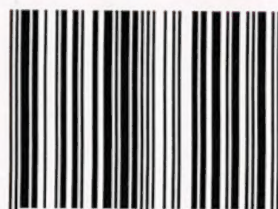
**Become a Master with
our expert advice!**

Back on GBA!

**Prince
of Persia**

On GBA!

The Sims!



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06



ISSUE SIX

AUS \$4.50 / NZ \$4.50 INC. GST

next

The Fast and the Mischievous



NEW THIS XMAS

Pummel opponents with over 15 weapons



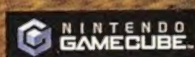
Race 18 mind-bending tracks



Battle for bragging rights in multiplayer mode



Battle for the chequered flag with Crash, friends and foes. Use missiles, bombs, tornadoes and more to pass or blast up to 4 friends in multiplayer mode. Race to win... using any means you can.



GAME BOY ADVANCE SP.

GAME BOY ADVANCE



PlayStation 2



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MEET THE

TEAM



Dan



Hi everyone and welcome to the sixth issue of *GBA World*! As you've probably noticed, our beloved little mag has undergone quite a few changes over the last couple of issues and things have been a little bit topsy-turvy as a result. There's been a change of editors, staff coming and going all over the place, sections appearing and disappearing... yikes! It's a wonder we still manage to produce such a good mag every two months or so!

But produce a good mag we do and we will continue to do so for as long as we've got readers like you to keep us going. Now it's time for me to shut-up and for you to get on with reading the rest of this issue. Just before you do, though, take a little time to gander at the cool staff caricatures courtesy of Kayla Spranklin. Our readers rule!

Final Fantasy Tactics. I'm sorry, was there anything else that needs to be said?

Ness



The big needle's actually full of Coke. I get it injected directly into my veins now.

Daniel



I always thought of myself as something of a wizard. Fear my staff of much magick!

Tim



Superstar Ninja-? Yep, that fits me to a "T". A "T" for Tim, that is. Natch.

Agata



You know what's best about being a mooglee? Saying "Kupo!" all the time!

Eleanor



You know, I really was a pirate queen once. Even had an eye-patch. And a parrot!

March



You know, I don't think I need to say anything here... except this: "GRRROOAAARRRR!"

Fiona



I look like I'm about to cry because this dress is cutting off the circulation in my torso.

Patrick



Nyuck, nyuck! I escape having to hand in a real photo of me yet again! Mwe he he!

Clare



Phew! After all the work I've done this month, I DO need a good sit-down!

GBA World Special Interview: Tantalus Interactive

HEAD-TO-HEAD WITH AUSTRALIA'S PREMIER GBA DEVELOPER

BASED IN MELBOURNE, Tantalus Interactive are a gaming force to be reckoned with. Makers of *Monster Truck Madness* and *TG Rally* for the GBA (reviewed on p.32 and p.44), these guys know what it takes to develop a quality game for a handheld platform. We were lucky enough to get an interview with the team and ask them a few questions about *TG Rally* and what it's like to develop GBA games down-under...

GBA World: Rally racing games seem work really well on the GBA. What is it about the handheld format that compliments this genre so successfully?

Tantalus: Firstly, it's the pick-up-and-play nature of the game that works. As with most racing titles, your progression through the game can be broken down into individual races. Players can pick up the game, play a race, save their progress and then put it down again. Rally games provide the perfect arcade experience, combining high-speed visuals with exciting gameplay. You get a rush playing this game, which is not typical of a handheld title.

GBA World: Did the fact that *TG Rally* was wholly developed in Australia make any difference to the game overall?

Tantalus: *TG Rally* was developed for an international audience, but the fact that it was made down-under gives it a unique style and flair. Australian creative talent is some of the best in the world, and that shows through in this game. I mean, we don't have Kangaroos hopping along the sides of the track or anything, but we are very proud that this is an Australian made game.

GBA World: A lot of our readers would be wondering how to get into game development in Australia. Do you have any tips for them?

Tantalus: The game industry is tough to get into. As with everything, though, if you want it badly enough you'll get there in the end. I recommend people take a University or TAFE course in the game related field in which they're interested. One way to go about it is to team up with a group of friends and collaborate to put together a game demo. Most game companies will want to see that you're really committed to breaking into the industry and making great games.

GBA World: What aspect of *TG Rally* are you happiest with?

Tantalus: We are very pleased with the attention given to vehicle control. Obviously a stand-out feature of the game is the 3D graphics, but we were careful not to let it rule the development of the game. There is a perfect balance between the 'look' of the game and the 'feel' of the game. The player can feel the rally car sliding. They can hold racing lines



Tantalus' Tom and Paul give us their best cheezy grin.

around corners. They can feel the limit approach where the car will flip sideways and tumble. This is a level of control never before experienced on a handheld.

GBA World: What's next for Tantalus? Are there any plans to port *TG Rally* to other consoles - like, say, the GameCube?

Tantalus: Right now we're working on several other GBA games, to be released next year. We have two original GBA titles that we've been developing in-house, and a couple of other high profile releases that should hit the shelves late in 2004. We would love to do another *TG Rally* game for the GBA, or even for Game Cube. Tantalus did 'Men in Black 2' for the Game Cube and we enjoyed working on the platform. So who knows, maybe there will be another Tantalus rally game somewhere in the future.

We can't wait to see what Tantalus does next. Thanks a lot for your time, guys! And don't forget about our *TG Rally* review on p.44!



TG Rally in action. Read our review for the full lowdown!



SPECIAL FIRST LOOK PREVIEW: MARIO & LUIGI AND SWORD OF MANA

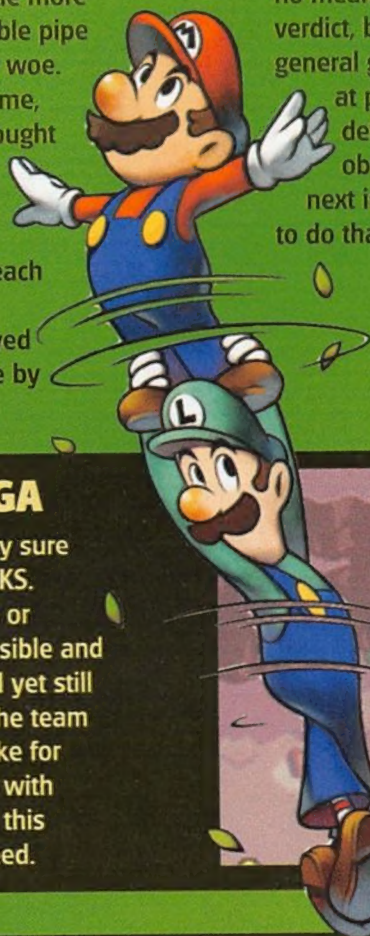
GBA WORLD GOES HANDS-ON WITH THE BIG N'S XMAS RPG DUO.

Arriving in the office just before this issue went to print, copies of *Mario & Luigi: Superstar Saga* and *Sword of Mana* have finally made it to Australia and are currently residing in the cartridge slots of *GBA World's* twin Game Boy Players. Obviously, we'd have liked to give each game a full review as soon as they arrived, but the vagaries of the publishing industry have unfortunately

rendered this little more than an impossible pipe dream. Alas and woe.

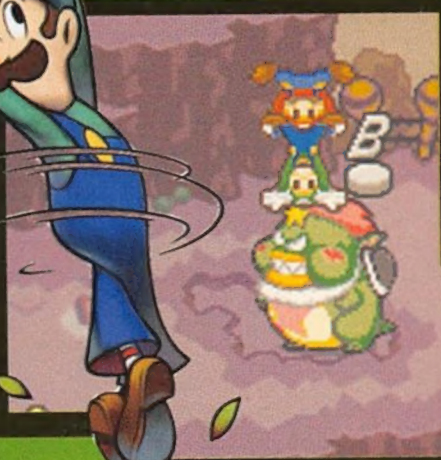
In the meantime, however, we thought we'd tide you over with some preliminary impressions of each game based on what we've played so far. These are by

no means indicative of our final verdict, but rather represent the general gist of *GBA World* opinion at present. For the final definitive word, you'd obviously have to buy the next issue. But you were going to do that anyway, right?



MARIO AND LUIGI: SUPERSTAR SAGA

From what we've played of this game so far, we're pretty sure that it's entirely reasonable to say that it absolutely ROCKS. Older gamers familiar with the original *Super Mario RPG* or *Paper Mario* will know what to expect here: a fun, accessible and all-consuming RPG that plays quite unlike any other and yet still manages to feel completely intuitive and comfortable. The team dynamics that govern Mario and Luigi's relationship make for some great puzzle driven gameplay and the story is rife with some truly hilarious dialogue. We haven't seen much of this game, but what we have seen we like... very much indeed.



SWORD OF MANA

Given its SNES heritage in the form of the truly wonderful *Secret of Mana*, we had pretty high expectations for this game. Unfortunately, based on what we've played so far, it doesn't look like those expectations have been met. Square-Enix have done an admirable job of recreating the original NES *Mana* title, but unfortunately they've kept most of the elements that made that game the least celebrated in the series. The narrative feels disjointed, the

character class system impotent and the combat repetitious. It's definitely a playable RPG so far, but it's going to have to get a lot better to even come close to the grandeur that is *Golden Sun* and *Zelda*. Here's hoping it does.



AND REMEMBER... Check back next issue for full reviews of both games!

WIN! WIN! WIN!

SWISH! FIVE COPIES OF SAMURAI JACK UP FOR GRABS!

GIVEAWAYS



Next to Ninjas, Samurai are easily the best brand of sword-swinging action-men out there. Big katana blades, shiny armour, strict code of honour, ritual suicide... it's all great stuff. Samurai Jack is one cool samurai and - with some help from our friends at Acclaim - we'd like to

let everyone know it by giving away FIVE copies of his latest game, Samurai Jack: The Amulet of Time. If you'd like to win yourself a copy of this little baby, just answer the following question and send it to the address provided...

Q: What country do Samurai originate from?

Samurai Comp
GBA World
78 Renwick St
Redfern NSW 2016

WIN! WIN! WIN!

VRRROOM! SNAG ONE OF FIVE COPIES OF CRASH: NITRO KART!

Previewed on p.77 of this very issue of GBA World, Crash Nitro Kart looks like it's going to be one of the hottest games of the summer. Thanks to the dudes at Vivendi, we've secured ourselves FIVE copies of the

game to give away once they hit store shelves. Would you like one? Well, simply put the answer to the following question on the back of an envelope and send it to the address below. Who knows? You might just get lucky!



Q: What is the name of one of the playable characters mentioned in the Crash preview on p.77?

Kart Komp
GBA World
78 Renwick St
Redfern NSW 2016

COMP RULES: Only one entry per reader is allowed. Multiple entries and padded envelopes will be binned immediately. No competition mail is opened, so please do not include letters, artwork or any other correspondence in the same envelope. Thanks.

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Hey gang! Just take a look at the awesome DVDs we've got for you this month!

PIKACHU'S PLAYHOUSE

DVDS FOR KIDS BIG AND SMALL

Haibane-Renmei

Distributor: AV Channel

Rating: PG

With the strange and dreamy look of *Lain - Serial Experiment*, Yoshitoshi Abe has created another surreal and stunning story with *Haibane-Renmei*. This is the story of Rakka, the newest

Haibane - angelic-like beings on unknown origins. It follows Rakka as she adjusts to her new life minus links to her unknown past. *Haibane-Renmei* is a beautiful journey and highly recommended.



.hack//sign Ver 01: LOGIN

Distributor: AV Channel

Rating: PG

While *Pokémon* or *Yu-Gi-Oh* target a younger audience, *.hack//sign* is crafted around ideas of writers from the cyberpunk and fantasy genres. The story centres around a massively multiplayer

game called "the world" with the main character, Tsukasa, waking up inside the game with no clear memory of who he really is. Intriguing stuff!

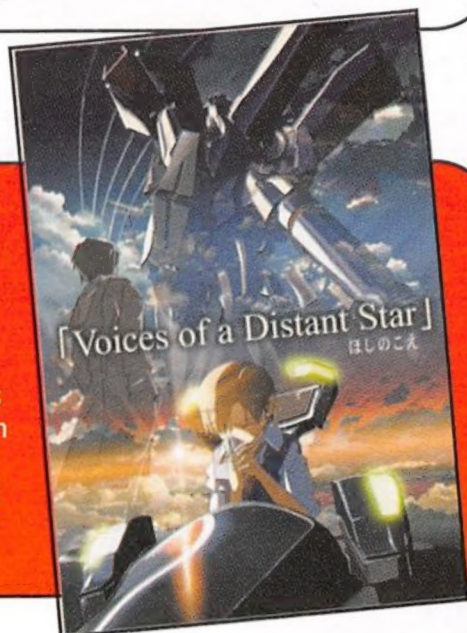
Voices of a Distant Star

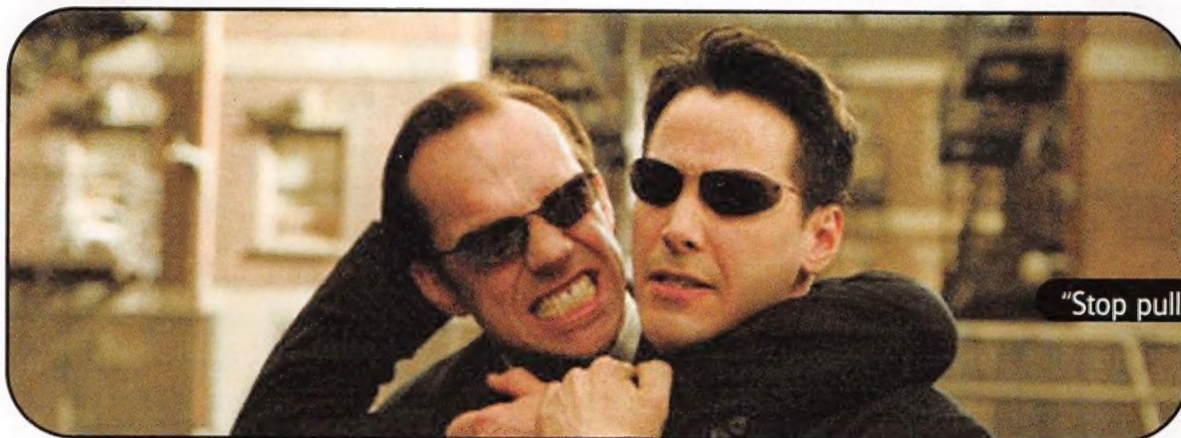
Distributor: AV Channel

Rating: PG

This film's narrative is as beautiful as its title and design. While Makiko goes to battle to save all that she loves, Nobura waits behind. The two lovers strive to remain connected via text messages, but as time drifts away

from them days become months and months become years. *Voices of a Distant Star* is part of a shift in anime away from lengthy battles and towards human interaction. It is a film many will go back to again and again.





"Stop pulling my hair!"



"Stop! I need to peel!"

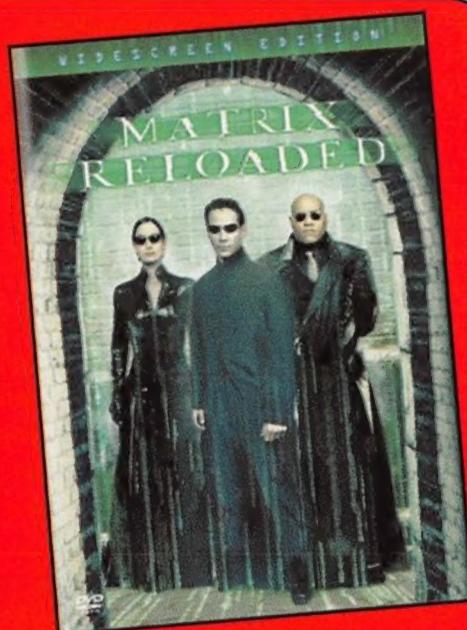
Matrix Reloaded

Distributor: Roadshow

Rating: M15+

It is hard to impress audiences these days! Many of the action films are little more than crash, bam, boom with special effects we've seen in every other film over the summer and no strong story to help it along its way. In comes The Matrix. Already a successful series, even before the third film was released, The Matrix is jam packed with eye opening characters, never before seen special effects and edge of your seat entertainment. While

Reloaded is not a brilliant film, mostly due to lame dialogue, wooden acting and excessive length, it is part of an outstanding series destined to create history with its box office takings alone. With the inevitability of the 3 films boxed together at a later date, the DVD for Reloaded is lacking in extras with the few provided more like one long infomercial than valuable watching.



Multiple moody vision!

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Robyn Grellet manages to impress us yet again!

Hi Link,

I've got a big question that's been bugging me over the last few days. I was watching Pokémon on TV the other day and an add came on the All Blacks SP you guys talked about in GBA World #5. I knew it would only be available in New Zealand (I live there, by the way), and so I wondered if they have other Rugby team themed SPs for other countries. Is

there a Wallabies SP for Australia?

Richard, New Zealand

P.S I liked Zone of the Enders, would I like Advance Wars?

Hi Richard,

Oddly enough, we get the All Blacks SP here as well. No Wallabies one though, which is a bit of an insult when you think about it. But who cares

about Rugby anyway? Soccer's the beautiful game. Where're our Arsenal SP's, Nintendo? Don't make me break out my Master Sword!

P.S. You should like Advance Wars no matter what other games you enjoy. It's a work of genius.

Yo Link!

My birthday's coming and I'm getting an SP and I don't know what game to get. Pokémon Ruby or Sapphire, The Legend of Zelda: Four Swords or Dragonball Z: Legacy of Goku 2. They're all my favourites and I can't decide between them! What do you recommend?

Walter Stevenson, QLD

These questions are always so hard to answer. All the games you've listed here have their merits, but obviously only one stars ME ... so I would think the choice

is pretty clear. Unless you're a fan of those little rodents we call Pokémon (Hey! - Ed). What? I'm allowed to say that! They ARE rodents! (Tsk. I think someone's just a wee bit jealous - Ed)

Hey Link,

How's it going in Hyrule? If you not busy killing bad guys, could you answer a few questions?

1. I have read the review for Shining Soul, but I don't know what the story is. Do you?
2. I want to trade-in my GBA for an SP. The games I have for the trade are Dark Arena and the DBZ card game. Good trade?
3. How is your "Four Swords" game different to the Super NES Zelda game?

Oh, and could you send me a copy of Issue One? I missed it!

Gordon B. Nicoll

Greetings Gordon,

I'm ALWAYS busy killing monsters, but sure - I'll take a time-out to answer a question or two. Just let me finish off this evil minion here and ... grrrr! Die! Die, you vile fiend! AH! Okay, done - onto the questions:

1. Ummm... sure, I know. It's about a... um... soul that



Cedric Moy certainly had our spider sense tingling with this cool pic!

Marcus Parmenter's
excellent portrait of moi.



shines and... stuff. Okay, so I don't know. My adventures are the ones that count, not other people's!

2. Definitely sounds like a

good trade to me. The games you mentioned aren't very good, really. At least not according to anyone at GBA World. Except March. But he

has weird tastes.

3. Well, *Four Swords* is actually the multiplayer component of *A Link to the Past* - which is pretty much exactly the same as it was on the SNES. *Four Swords* is a completely different game to *A Link to the Past*. You should definitely check it out if you've got a friend or two with a GBA and a copy of the game. It's great!

To The Link It May Concern,

I thoroughly enjoy GBA World and I look forward to seeing Issue 4, due July 30. The fact that it is now August 11 is beside the point. I still want to see it. I understand that by living in Perth it is partially MY fault, but IT IS nearly 2 weeks. I have scabbed lifts to five different shopping centres, all to no avail. If anyone knows a place in Perth that gets this magazine regularly and ON TIME, could you please

inform me? Then again, if a free subscription would be just as easy for you, I'm not one to argue. Oh, and maybe a prize for not being able to enter your contests on time (either a BMW or GBA SP will do. I'm not fussy).

Kind Regards,
Easy Going Steve

Heh. Do you know we only just got this letter today?

SAY HI TO LINK!

If you have a question to ask or just want to have your say.

You can write to Link at:
GBA World
76 Renwick St
Redfern
N.S.W. 2001
Or email
gba@next.com.au

WINNERS!

Here are all the competition winners from Issue #5, and the reason why they won...

NEMO COMP

Rhyan Hesselden, Stafford QLD

That envelope was a work of art...

Thomas Holland, Balgownie NSW

Nice dolphins, Thomas!

Laura Dixon, Walkerie SA

"Fish are friends, not food" - nice!

AHOY! COMP

Margie Wiles, Somerton Park SA

Wow! How long did that envelope take you to make, Margie?

Reagan Burpee, Trott Park SA

Those pirate stickers rule - and so does your rhyme!

Tania Foster, Kuraby QLD

Heh - "hijinx".

Martin Mackinnon, Kew VIC

I've always liked that name...

Gayle Jenkins, Strathfieldsaye VOC

A minty envelope won you the lucky dip!

RED HOT COMP

As with all of our "big" comps, the standard of entries into the Red Hot Comp was incredible, with well over 200 high-quality entries filling our inbox over the last two months. And the winner is...

Kayla Spranklin, Mooroolbool QLD

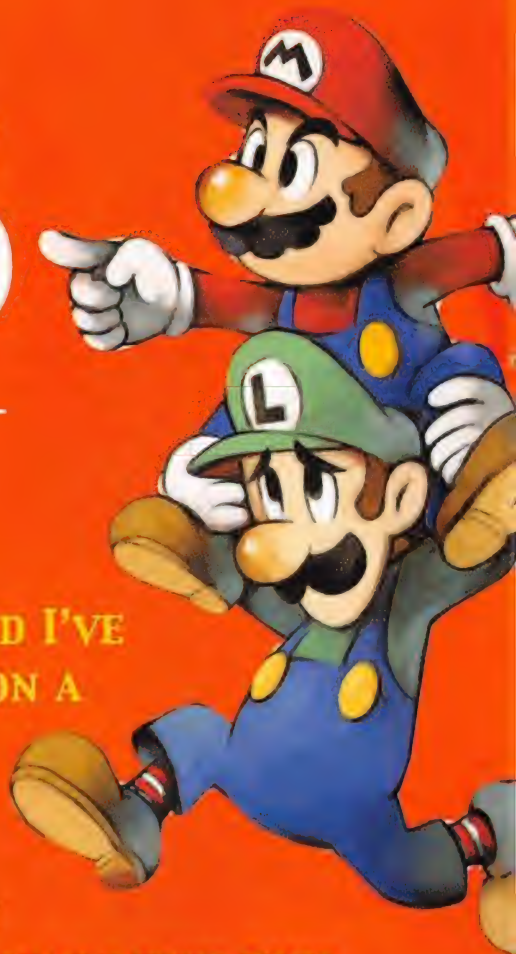
Kayla's caricatures of the GBA crew, which you can see on the Meet the Team page of this very issue, won our hearts with their irresistible cuteness and clever design. We're honoured to have such wicked art on the front page of our little mag! Well done, Kayla!

HISTORY OF NINTENDO

PART ONE

BY TIMOTHY C. BEST

HEY, GUY PIERCE, GET OUT OF THE TIME MACHINE - IT'S MY TURN AT THE WHEEL AND I'VE GOT PLACES TO GO. I'M HERE TO TAKE YOU ON A JOURNEY THROUGH THE HISTORY OF THE WORLD'S MOST SUCCESSFUL VIDEOGAME COMPANY: THE BIG N ITSELF, NINTENDO. SO, SET THE DIALS AND FIRE UP THE CHEESY SPECIAL EFFECTS BECAUSE WE'RE GOING TO START THIS TRIP RIGHT BACK WHERE IT ALL BEGAN...



▲ Ahh - the 80s. When consoles looked like Turkish telephones...

playing cards in a darkened little room in Kyoto for his company Nintendo Koppai. Okay, the light might have been just fine, but it doesn't sound suitably atmospheric that way.

There he was, Fusajiro Yamauchi, making "Hanafuda" - they're Japanese playing cards that are like our playing cards, only prettier and more confusing. He was the great grandfather of the current President of Nintendo and it's with him that our story begins.

IN THE BEGINNING...

1889. I know that's a freak'n long time ago, but that's where Nintendo was born. Yes, I know they didn't even have TVs or Italian plumbers back then, but Japan did have a guy making



▲ "Hello, we're your local Yakuza thugs. Like our tattoos?"



▲ If you own Fusion and Prime, you can play this on your GCN!



Disney characters like these were once hugely popular in Japan.

HIGH STAKES

As he started to get known, Yamauchi started making little changes to the symbols on his cards and they started to become collector's items. The story goes that the cards became so popular that when the Japanese mafia (Yakuza) started getting it together, they would use his cards for their high-stakes gambling. And you just know that you're successful when organised crime syndicates want in on your product!

As you can imagine, one guy can only make so many cards, so under some polite insistence from the afore mentioned crime syndicate, Yamauchi took on apprentices and taught them the trade. This was the first corporate expansion for Nintendo. By 1933 he had

branched into western-style playing cards, and was the first guy in Japan to make a go of it. He was so happy with all this that he added his name to the company, making it Yamauchi Nintendo & Co.

Even back then, Nintendo pulled off some pretty impressive moves and left the competition in the dust. One of the coolest came in 1959 when Nintendo managed to snag the rights to make cards based on Disney characters. Keep in mind that Disney was not just huge in the West, he made a killing in Japan as well. You know how all of those characters in anime cartoons and manga have huge eyes... you can thank Disney and the likes of Snow White for that. The card company, now known as Nintendo Karuta Co marketed the stuffing out of the cards and they made a bundle big enough to make Prince Charming blush.

CARDS, SHMARDS

In 1963 the grandson of Yamauchi, Hiroshi, had just inherited the company and leapt into changing things right away. The company's name became the

simple Nintendo we all know and love because 'karuta' meant 'cards' and Hiroshi had visions that didn't fit in a deck.

He launched weird business ventures like "love hotels" (ah, that's cute ... not) and a taxi service. All of these ran into various problems - mostly the problem of not making any money - and in 1964 he decided to try a research division, called 'Games'. In the beginning, this division mostly dealt with the creation of simplistic yet fiendishly addictive toys such as the "Ultra Hand", "Love Tester" and "Ultra Machine". Under the guidance of former maintenance man turned toy designer, Gunpei Yokoi, Nintendo's toy division took off in Japan.

Capitalising on this, Nintendo made a brilliant move and knocked on Sharp Electronics's door to get some light sensors out of them. Using them it made light guns and in so doing became the first toy maker to bring electronics to its trade.





By now the ex-maintenance guy Yokoi was getting pretty handy at making complex gadgets. His next idea was to take over abandoned bowling alleys and turn them into firing ranges, where you shot the clay pigeons with a light beam and they crumbled. People lost their minds, like only the Japanese can, and Nintendo had a craze on its hands.

Things went nicely until an oil shortage hit big entertainment arcades hard, sinking a lot of their firing ranges. Nintendo bounced back by picking up the rights to sell an early home video console called the Magnavox Odyssey in Japan. It went okay, but Nintendo got a whiff of the future and they sent good-old Gunpei to hire some people at Sharp to take a stab at video games.

THAT'S MORE LIKE IT!

Nintendo teamed up with Mitsubishi Electric in '75 and within a year it was the first company to add microprocessors to game machines. As you can see, Nintendo was first to do a lot of things. This is a trend that continues as the years go by.

The first masterpiece to come out of N-HQ was a game that played four versions of Pong. Pretty exciting stuff. Soon

after, they moved into coin-op arcade games and Gunpei started work on the classic Game & Watches in 1980... another big event that year sealed Nintendo's fate as a videogame giant. Then a nondescript artist who'd done some package art and put together some game graphics was given a shot at creating a game. His name was Shigeru Miyamoto and that year he created Donkey Kong. It went on to become one of the biggest arcade games ever.

Incidentally, Miyamoto went on to design Super Mario Brothers, Metroid, Kirby and Legend of Zelda... in other words, he's the freak'n genius who makes other games developers want to rush to his feet and declare, "teach me, master".



Does anyone remember this piece of crap? No? Thought so.



M.U.S.C.L.E. - not exactly the best wrestling game ever made.

GLORY OF THE 80S

Nintendo got me early, and they got me good.

Long car trips to Easter camp-outs were filled with the beeping of Nintendo Game & Watches. When Donkey Kong came out we lost our minds. I was five and, when you think about it, that's a pretty young age for insanity. My first console was a NES and I would appear like magic if any relative was foolish enough to mention a trip overseas - that meant Hong Kong and import games. Yeee!



KINGDOM KONG

Donkey Kong kicked major butt around the world, in arcades and homes, and caused more than one fight between my cousins and I when the Game & Watch came out. Nintendo set up Nintendo of America to sell these babies and they were well and truly in the game.

Riding high on the back of a barrel-jumping ape, Hiroshi Yamauchi decided that he wanted to make a top-of-the-line games machine. It would be cheap enough so everyone could afford one and it would have games that came on interchangeable

cartridges. In 1983, the Nintendo Famicom - which we know as the NES - was released in Japan.

Luckily for Nintendo, it just so happened that the American console industry crashed at almost exactly the same time. Yes, there was a console industry back then, but it was pretty much all Atari. The problem was that anyone and his dog managed to start developing these simple little games for Atari's simple little consoles and 95% of them were utter rubbish. Predictably, this drove consumers mad and they simply stopped buying videogames altogether. After all, they didn't have *GBA World* to tell them the difference between good games and bad. Many Americans thought this slump signalled the end of videogames.

NAMING THE BIG N

Ever wonder what the heck Nintendo means?

Well, "Ninten" roughly translates to "leave luck to heaven" or "in heaven's hands". "Do" was just a word that usually meant shop or lab. For a company that's basically called "Wing and a Prayer", Nintendo has made an awful lot of smart moves.



▲ Killer robot from the future or delightful NES accessory?

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Nintendo refused to be beat, even though the games industry was in the toilet and there were a bunch of out-of-work crappy developers just waiting to bury any new system. Our boys threw \$10 million into the US operation and Nintendo of America redesigned the red and white Famicom monstrosity into something a bit cooler, greyer and boxier. The Nintendo Entertainment System was born! And then came the next Nintendo stroke of genius... a gimmick toy.



When crap games become even crappier toys. Oh, the horror.



Ash and Pikachu dash off to buy a copy of Mario for the NES...

NES AMERICAN-STYLE

Now, Nintendo saw how well its Famicom was going in Japan, and since it had this long association of making bucks off the Yanks - stretching back to the playing and Disney cards - it figured that it really should take a crack at the American market and show them what a games machine should be like.

Nintendo beefed up their American branch to get things going, but US stores were too shy. It even decided to try sell-off the distribution rights to the struggling Atari people, but, unlike Nintendo, they didn't know a good thing when they saw it and they pulled out. Fools!



Nintendo have come a long, long way since their beginnings in the late 19th Century. GBAs, GCN's, Connectivity... the future looks very bright.

ROBOTS TO THE RESCUE!



Too many gamers and parents had been stung by the video game crash to take a chance with yet another games console, so Nintendo of America decided to market the NES, not as a games machine, but as a toy that controlled a robot called R.O.B. (Robotic Operating Buddy).

They launched the package in New York in 1985 and little whining kids managed to con enough parents into buying this dodgy little buddy for the system to fly off the shelves. The robot was really very average, but luckily the system also came with Duck Hunt and Super Mario Brothers. Those Italian plumbers, Mario and Luigi, were a sensation and took over from the Kong as the mascots for Nintendo. Just as the evil forces of crappy developers tried to wreck things again, Nintendo simply whipped out a Golden Seal of Approval to lead people to decent games, and the terror of the Great Games Crash II was averted.

The future was looking bright for Nintendo. In the next issue of *GBA World*, we'll see how this former playing-card company went on to conquer the

world of videogames with its patented combination of ingenuity and determination. So, make sure to check *GBA World* #7 for the conclusion to our two-part History of Nintendo!

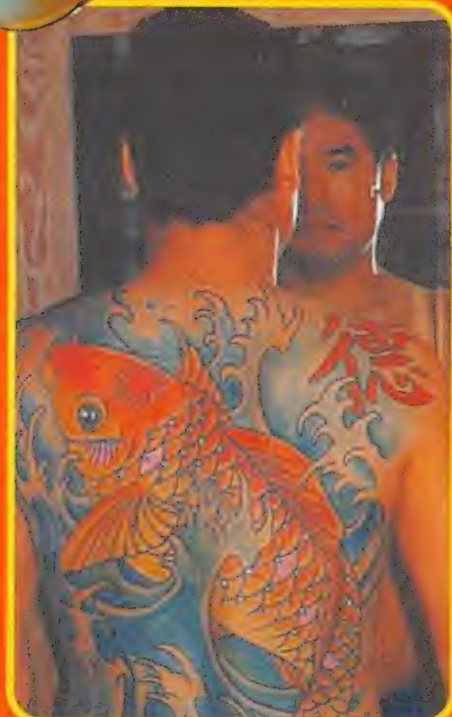


Seanbaby's site is an absolute goldmine of NES comedy.

WHEN BAD WAS BAD

To get a good idea just how crappy some games were back in the day check Seanbaby's '20 Worst Nintendo Games' at www.seanbaby.com/nes/w20-1.htm

It's almost as funny as it is harsh. Parental guidance recommended. By the way, I had MUSCLE wrestling, and yes, it was that bad.



In case you missed it first time, here's another Yakuza shot.





Welcome to Cube Corner!

Wow - my little corner of the *GBA World* just keeps getting bigger and bigger with each passing issue! If things keep going this way, I'll be able to take over the entire mag in a couple of months. And that, of course, is my plan. Mwa ha ha!

Final Fantasy: Crystal Chronicles

TYPE: RPG

DISTRIBUTOR: NINTENDO

OUT: 2004

PLAYERS: 1-4

The Final Fantasy series is renowned for delivering one style of game: the huge, sprawling singleplayer RPG. But the Cube version is set to change all that - this'll be the first multiplayer Final Fantasy title (not counting the PS2/PC-based massively multiplayer Final Fantasy XI) to grace a console yet. (Actually, *FF VI* on the *PSX* had a limited 2-player mode - Pedantic Ed)

Crystal Chronicles follows the story of a world shrouded by a poisonous mist - with the only way to survive being

through the use of special crystals that protect people within their area of effect. You are one of a group of adventurers that scour the land to find and collect the mystical water that powers these crystals.

Up to four players can play through this adventure together (and it will be possible to play through by yourself too), with one player required to hold on to a protective crystal and the others staying within reach of its protective bubble to shield themselves from damage.

A nice little treat in store for gamers in Crystal Chronicles is the ability to utilize GBA/GameCube connectivity. Players who use their GBAs to control their characters will be given a slew of personal information relevant to their characters as well as more complete inventory control as they adventure on their GBA.

With its beautifully stylized fantasy graphics that sit nicely alongside the design of the PlayStation's FFX and its well-conceived multiplayer mechanics, Crystal Chronicles looks tasty indeed.



Crystal Chronicles is a very different kind of FF game.



Could this game be Gauntlet for the new millennium?



Cue ominous Gregorian chanting - doom's arrived!

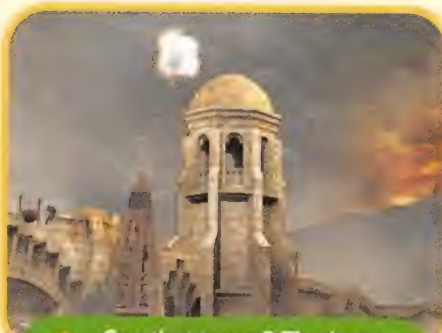
SQUARE AND NINTENDO

Final Fantasy was originally heavily associated with Nintendo. Final Fantasy I through VI were released on the Nintendo Entertainment System (I-III) and the Super NES (IV-VII) in Japan from the late eighties to the mid nineties. After deciding that the N64's cartridge system just wouldn't cough up the storage necessary for all the in game movies they had planned, Square cut ties with Nintendo and went with Sony's CD-based PlayStation instead. The first game with Sony was the ground-breaking 3-CD opus, Final Fantasy VII. The series has stayed with the PlayStation since, with FFXII due out in Japan sometime late next year. FF Tactics Advance and FF: Crystal Chronicles mark the first time the RPG giant has worked with Nintendo in 10 years - welcome back, gang!

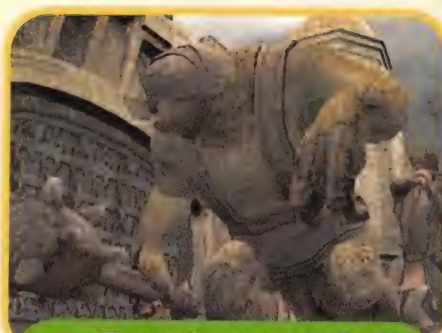




▲ "I am Gandalf! Look upon my powers and tremble!"



▲ See that tower? That's an Iraqi missile silo, that is.



▲ The environments in RotK are absolutely gorgeous.

Return of the King

TYPE: ACTION

DISTRIBUTOR: EA

OUT: DECEMBER

PLAYERS: 1-2

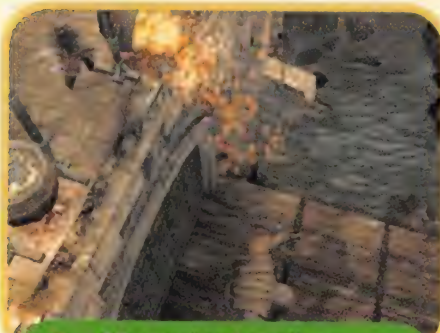
The Return of the King is the last part of the saga that is the Lord of the Rings, and documents the (now broken) Fellowship's attempt to destroy the One Ring.

If you played the The Two Towers and were a little disappointed, then you should be pleased to know that there have been a number of worthy enhancements made to this excellent

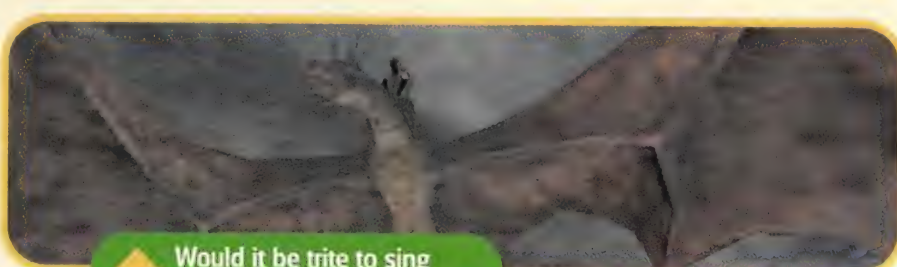
action adventure series.

Firstly, you'll be able to unlock eight playable characters (up from TT's three) including all the main characters. That's Sam, Frodo, Aragorn, Gandalf, Legolas and Gimli, for those keeping score. In addition to that, the developers have added the ability to pull off some devastating combos using the yellow c-stick. But what's most promising is the included co-op

mode, meaning you'll be able to take on Mordor's hordes with a friend. That's not bad, but when you consider that the actors from the film voice their respective characters in the game, and that there's plenty of footage from the film, you know it's going to be something special. Yes, yessss - we wants it, precious. We wants it very, very badly.



▲ Ah, pouring hot oil on marauding hordes. Fabulous.



▲ Would it be trite to sing "Wind Beneath My Wings"?



Just look at that. It's like a freakin' oil painting. Wow.



▲ "Hey, did any of you guys lose a giant wooden club?"



Like, dude, that is a totally killer stiffy flip frontsider!



Gnarly whirlpool grab super slide snackpack, man!



Ooooh! Fully sick spin flip whirly poop flyhat, dude!

1080 Avalanche

TYPE: SNOWBOARD RACING

DISTRIBUTOR: NINTENDO

OUT: 2004

PLAYERS: TBA

It may not be as flashy as some of the other snowboarding racers out there, but this one is certainly full of substance. What *Avalanche* sacrifices in over-the-top tricks and wacky physics it makes up for it with sublime, quality handling.

Five playable characters will be available from the start to race through the typical competitive modes - match race, multiplayer and stunt - with *Avalanche* offering four player racing via a Cube LAN. Each character will also handle differently, and the type of board selected will also affect player performance.

Much attention has been paid to graphics with *Avalanche* shaping up to be one of the prettiest titles on the Cube, and there will be some nice effects for players to enjoy. Your boarder's clothing will flap in the wind as you zoom down the mountain, and will gather a dusting of snow every time you take a spill. The racing tracks are also impressively detailed, with environmental hazards featuring more in this sequel. Expect to have to outrun avalanches in this one.

1080 *Avalanche* snowboarding goes for a more Zen-like snowboard racing experience than the competition, and this is a good thing. All class, we can't wait for this one.

1080 has always been about finesse and style.



This ... this isn't going to end well for anyone, is it?



INSERT MANDATORY SNOW BUSINESS JOKE HERE

Mario Kart Double Dash!!

TYPE: RACING

DISTRIBUTOR: NINTENDO

OUT: NOW

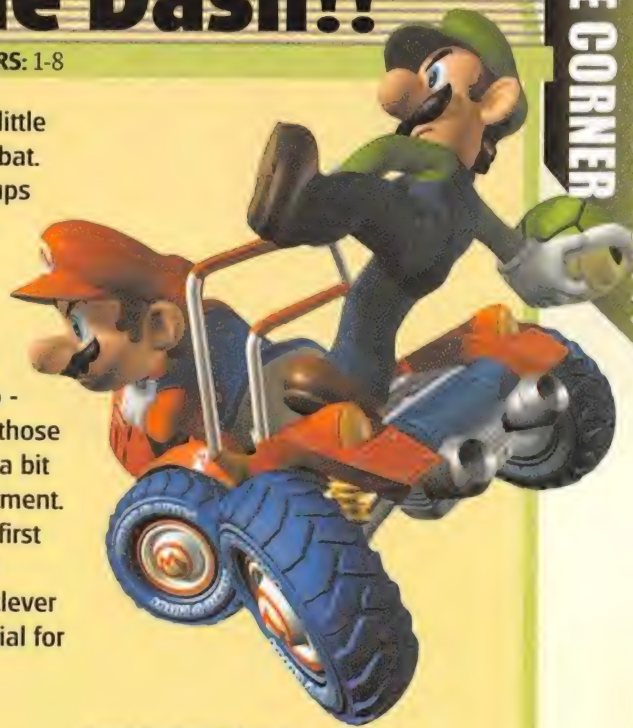
PLAYERS: 1-8

Racing just doesn't get more fun or competitive than this. The ultimate party game, Mario Kart Double Dash!! is the next in the series of cute and colourful racers from Nintendo and the first for the GameCube.

This time around, the focus is a little less on racing and more on combat. Most of the favourite item pick-ups from previous Mario Karts have been included (green, red and blue shells to name a few), but it's the new ones that prove to be the most devastating against other players. Our fave is Chomp - pick him up and he'll annihilate those in front of you whilst giving you a bit of a leg-up in the ranking department. The end result is a game where first place is never guaranteed: good racing will only get you so far - clever use of the power-ups are essential for victory.

Nintendo didn't skimp on the multiplayer modes. As well as the traditional one-on-one battle game, there's a tag-based multiplayer game as well to play against your friends. As expected, the map design here is unanimously excellent. Far better than that featured in Mario Kart 64.

Double Dash!! is a gentle evolution of the Mario Kart series, and the power of the Cube makes it the prettiest yet. But it's the addition of the new multiplayer modes and the attention given to kart-to-kart combat that makes this title that every GameCube owner simply has to have.



"Excuse me, do you know the way to Bowser's Castle?"



Mario moonlighting as a Mushroom delivery boy.



Races are now heavily focused on combat karting.

gba
WORLD

VERDICT

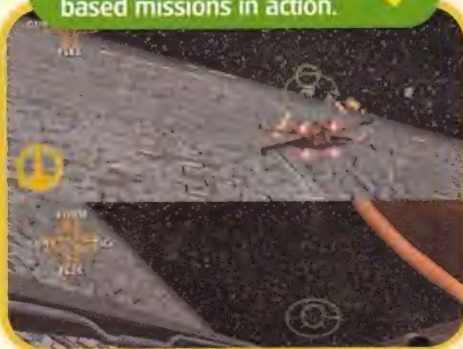


SPECIAL CUP

There are plenty of secrets to be unlocked or found in this game (including shortcuts in the tracks themselves), but the really big one is the Special Cup. Complete the Mushroom, Flower and Star cups in all three CC classes, and you'll be granted access to some of our favourite tracks in the game. Check out Bowser's Castle and the mippy Rainbow Road!



One of the excellent space-based missions in action.



The explosions look a bit fake for our tastes...

Rogue Squadron III: Rebel Strike

TYPE: Shooter

DISTRIBUTOR: EA

OUT: NOW

PLAYERS: 1-2

A long time ago, in a galaxy far, far away... Well, actually, it at the launch of the GameCube a year and a half ago: Rogue Squadron II - Rogue Leader came out and was without a doubt an amazing visual feast, allowing players to zoom about in all manner of classic Star Wars spaceships throughout the Star Wars universe. RSIII - Rebel Strike, however, marks a bit of a departure from the tried and tested formula. As well as the huge array of classic spacecraft (X-Wings to B-Wings, Snowspeeders to Cloud Cars) and air-based missions,

Factor 5 has added third-person shooter missions as well as land-based speeder-bike ones! The results are mixed: the space battles are - as you'd expect - excellent, the speeder-bike (and even AT-ST) levels are fun, while the on-foot missions are a let down due to bad controls and rather unforgiving camera perspectives.

But still, the majority of this game displays the high polish of its predecessor, and then

some. The space battles are more intense and there are more locations to visit this time around (including locales from the prequel trilogy). The visuals are sharper and the quality of the music and sound effects is excellent. And for the dedicated fans, there are heaps of really cool secrets to uncover.

All-in-all, if you can forgive (or at least tolerate) the crappy on-foot missions, this is an absolutely ace Star Wars adventure to be had.

gba
WORLD

VERDICT



A Stormtrooper steals a speeder and goes joyriding.

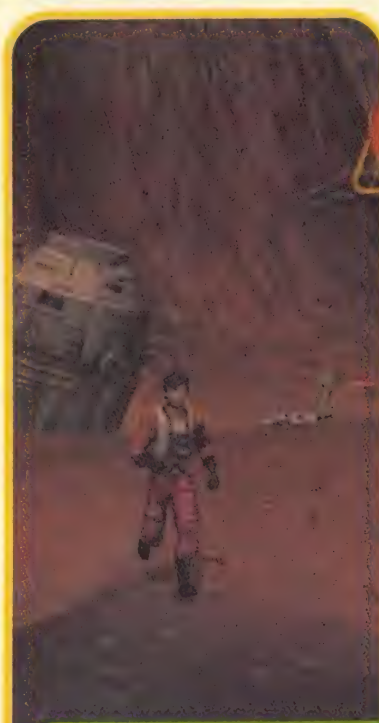


The co-op mode is where this game really shines.



BONUS

After a conspicuous absence in Rogue Leader, Factor 5 made sure multiplayer was added to Rebel Strike. And how! As well as a bunch of competitive versus games to be played, you can play through the entire Rogue Leader game with a friend in co-op mode with a friend (via split screen). Talk about value for money!



The land-based missions are fun, but feel underdone.

Soul Calibur II

TYPE: FIGHTER

DISTRIBUTOR: NINTENDO

OUT: NOW

PLAYERS: 1-2

Apart from the fantastic Super Smash Brothers Melee, the Cube has been more than a little modest when it comes to housing quality fighting games. Enter Soul Calibur II: an excellent one-on-one fighting game offering a more traditional, less cartoony combat experience.

The core of the singleplayer game is a Weapons Master mode, which has your character traversing a map and taking part in all manner

of combat challenges. Successfully completing these not only leaves you well versed in the nuances of the fighting system, it rewards you with the means to access new weapons and costumes as well.

But it's the combat itself that gets the big thumbs up from the GBA World staffers here. Offering excellent balance in regards to offensive and defensive abilities, SCII encourages tactical play in more skilled fighters,

resulting in some seriously competitive and satisfying bouts. This is an excellent fighter: one that's quite easy to pick up and play, but one that'll take plenty of time to truly master. And with twenty excellently animated fighters to choose from, this is a game that keeps on giving. An essential addition to your Cube library.

gba

VERDICT



Link's easily the best console-specific fighter.



Wow! The battle match-up screen! What excitement!



Soul Calibur 2 - The Opera enjoyed limited success.



I'd like to caption this, but you know ... drooling.



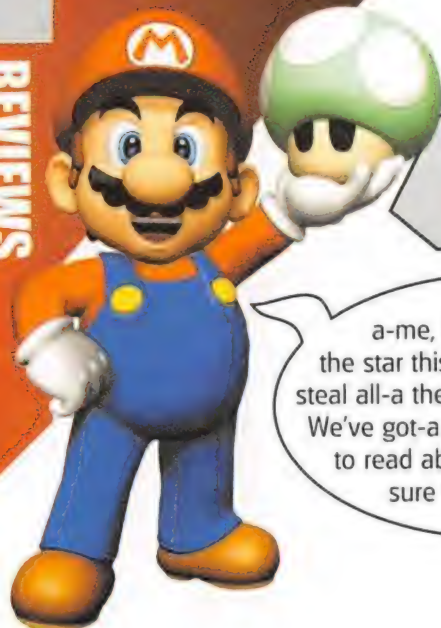
The moves in SC2 are as outrageous as ever. A fact evidenced by this screenshot.

CUBE ROCKS!

A cool thing about Soul Calibur II is that it appears on all three of the current-gen consoles out there, and each version features an exclusive character to play with. The PS2 version includes Heihachi from the Tekken series, X-Box owners get Spawn and we Nintendo kids get the best of the lot: none-other than Link from the Zelda series himself. Cube owners also get the best-looking version - from a graphics standpoint at least - of the lot! Cube! Cube! Cube!



MARIO'S REVIEWS



It's-a-me, Mario, and I'm-a the star this month! But I can't-a steal all-a the limelight - mama-mia! We've got-a plenty of good games to read about, so you make-a sure to have a look!



SUPER MARIO 3 BROS.

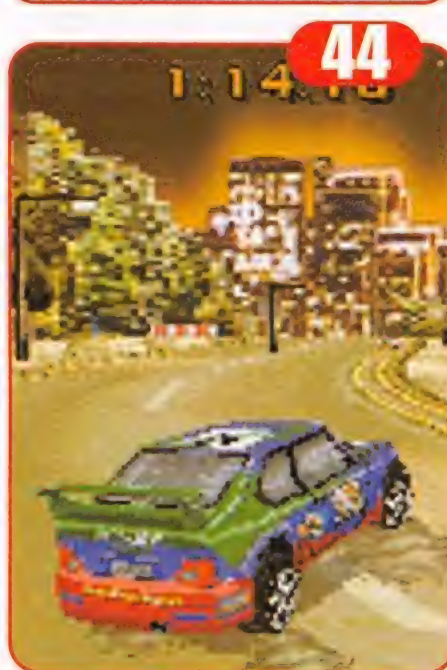
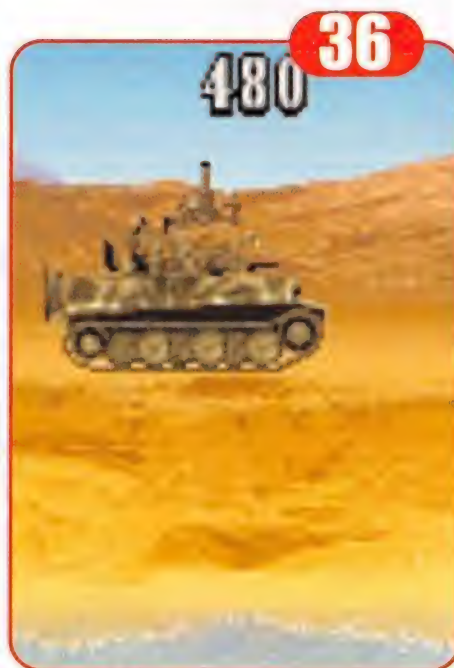
GAME OF THE MONTH!

THE GBA WORLD REVIEW SYSTEM

gba
WORLD

Each game is played by every member GBA World team, and the final score represents the team's overall opinion. For the bigger games we also provide you with multiple opinions from several of the team to ensure every viewpoint is taken into account. We mark all our reviews out of five stars, including half-stars.

★ ★ ★ ★ ★	5 Stars	Excellent
★ ★ ★ ★ ☆	4 Stars	Great
★ ★ ★ ☆ ☆	3 Stars	Good
★ ★ ☆ ☆ ☆	2 Stars	Average
★ ☆ ☆ ☆ ☆	1 Star	Bad
☆ ☆ ☆ ☆ ☆	0 Stars	Awful



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- 45 Ed, Edd 'n Eddy
- 46 Disney's Extreme Skate Adventure

26





It was a colourful and stormy night.



Super Mario Advance 4

► Type: Platformer

► Distributor: Nintendo

► Rating: G

► Link Cable Support: GBA

► Out: Now

SUPER MARIO ADVANCE 4: SUPER MARIO BROS 3 COULD THE TITLE POSSIBLY BE ANY LONGER?!



Agita

I remember as a small child how excited I was that a 3rd super Mario

games was to be released for the NES. Hell, the whole of the civilized world (those places that have Nintendo) was hyped up to the point that Fred Savage even starred in a film about

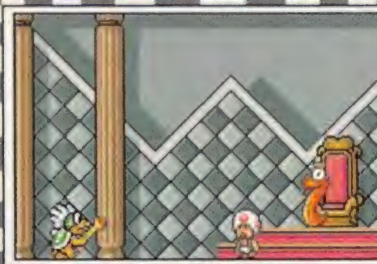
it (anyone else remember The Wizard?).

So Nintendo have decided to re-release this classic again (it was out on SNES as part of Mario Allstars), this time on GBA, and although I was at first pleased, some changes had me crying for mercy. "Ahh, that was just what I needed" (heard when you get a mushroom, fire flower or leaf) is now ranked in the top 5 of my all time most annoying sounds to come out of a game. Ick!

I have no moral problem with cheating at cards.



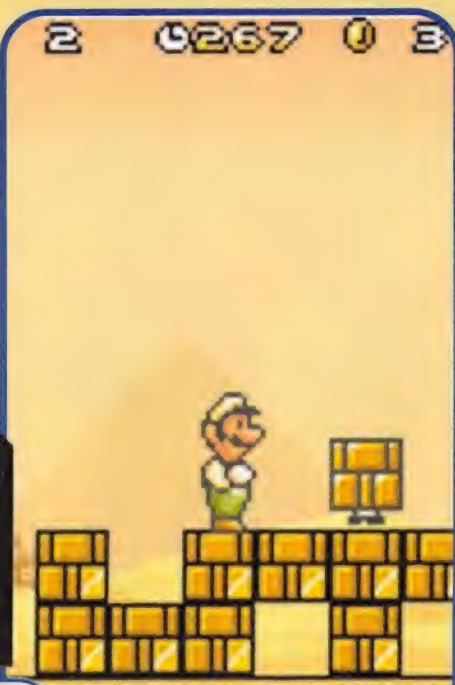
You're useless, Toad! Completely useless!



2 0267 0 3

Want... mushroom... but too... fat... to... jump!

0-111 1 (M) X 3 0108 030 001136



Wait a minute! That's no ordinary walking brick!



▲ Mario - it's Italian for 'dolce vita'!



▼ Be healed, my brothers! Be healed by the LORD!



▼ I'll knock you sideways, you damned... erm... block!

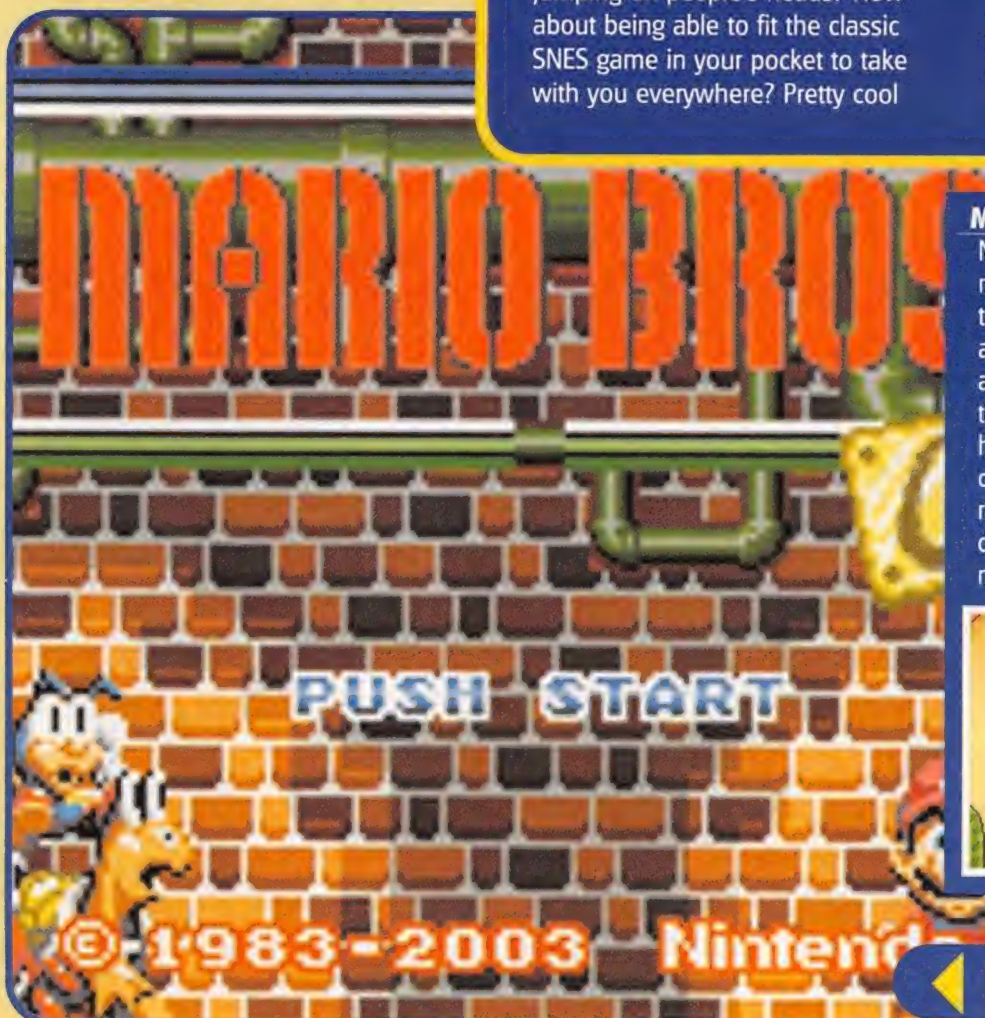


Daniel

What could be better than a slightly fruity plumber with a fondness for fur-suits

jumping on people's heads? How about being able to fit the classic SNES game in your pocket to take with you everywhere? Pretty cool

huh? The only thing that confuses me is the titling on the package - Super Mario Advance 4: Super Mario Bros 3. Why not just stick with Super Mario Bros 3 as a title, it's not like it's unknown or anything. On yeah, I guess the idea of a middle aged plumber dressing up as a giant furry animal is a bit disturbing as well - you'll understand when you're older.



MUSHROOM LOGIC, PART ONE

Nothing in a Mario game makes any sense in relation to real life, when you think about it. But you don't think about it; that's the point. All this insane stuff is happening, but only in the context of a perfectly realised internal logic. You don't question it. You never need to. So don't.



▼ Arcade Mario is of course included. Um... woo-hoo.



▲ Hooray, the wand! Now I'll -
AAAAARGH! NO GROUND!



▲ Sorry, can't understand a
word. What is that, Italian?



▲ 'POW' stands for 'prisoner of
weasels'. Dang weasels!



Dan

So, you
know, I've
played
Super Mario
Bros. 3 on
three
different
platforms

now. I played it when it
originally came out on the
NES and I liked it a lot. Then I
played it when it was re-
released in the Mario All
Stars compilation on the
SNES and I still liked it, but
not as much. Now I'm
playing it on the GBA and I'm
getting sick of it. Yeah,

leaves and cards and
mushrooms and
whatever - I've
done it all
before. This is
good if you've
never played
the original or the
original re-release,
but I'm over it. Can we
have a new Mario game,
please?



▲ Run, Luigi! That's the spirit!

KAPOW! BLAM! BOOM!
YEEEEEE-HAAWW!



MUSHROOM LOGIC, PART TWO

Here I am on a pipe. I'm
about to hit down on the
D-pad and descend into it,
to then be spat out by
another pipe, elsewhere. I
know to do this, though
never in my life has
anyone explained it to me.
The game must have
taught me - but I've no
idea how or when. It's like
learning to walk.



▲ Like my beautiful skin.

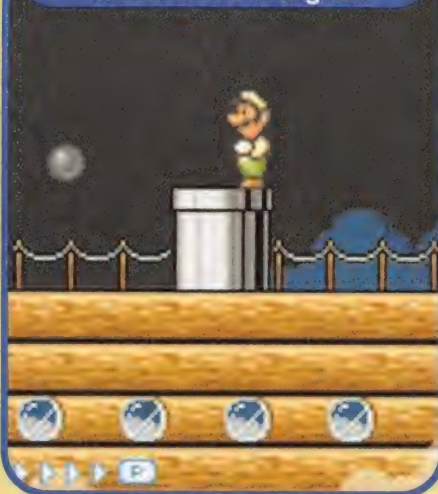


WASTE NOT, WANT NOT

There's nothing superfluous in a Super Mario Bros. 3 level design. This koopa up ahead - is he just a random obstacle? Could be... but wait! I can use him to knock out this, uh, boomerang guy - who is the true obstacle. You'll need to think like this to discover the game's secrets.



Luigi takes one last look at his beloved bowling ball.



Yep, that's certainly a fire flower.

Elanor



Mamma Mia! Another GBA conversion of an old Mario game! Well, two old Mario games this time. They're great games - don't get me wrong - but I can't help wishing Nintendo would give us something new for a change. It's lucky for them that

the jolly fat plumber's such a likeable guy. This is polished platforming accompanied by colourful, endearing visuals and a soundtrack that'll have you bopping along happily as you imagine how great it would be if all of life's problems could be solved by jumping on them (*Who says they can't?* - Ed). The whole package just screams "Love me!" and, well, it's hard not to.

Like my beautiful teeth.



Luigi, crying for help. Someone save Luigi!



Come on, Mario - this one's easy.





▲ This is some messed-up sewer, is what this is.



Fiona

It'sa me, Mario ... again! Well, kind of. Super Mario Advance 4 is

nothing new to established Mario fans. It is really Super Mario Brothers 3 from the old SNES and a new, very basic

platform game similar to Donkey Kong, called Mario Brothers Classic. SMB3 follows the plot of pretty much all Mario games: save the Princess. This game is much better than some of the other Mario games as it provides a wider field to explore and some new powers to do so. You still have to defeat enemies by jumping on them but what else could a fat Italian plumber do?



▼ No, Mario! It's a mimic!

HONK IF YOU LOVE NINTENDO

This latest release of an old, old game is packed with bonuses to make the purchase worthwhile! Naturally you'll need a Nintendo e-Reader and a selection of Nintendo e-Reader cards to access them, as well as a second Nintendo GameBoy Advance for your Nintendo e-Reader. Yay for unfettered Capitalism!



▲ Whatever he's saying, I'm sure it's stupid.



▼ Mario and what's-his-name team up to fight the evil block!





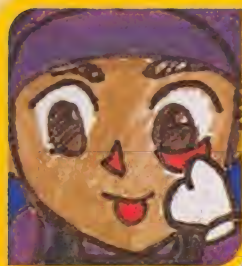
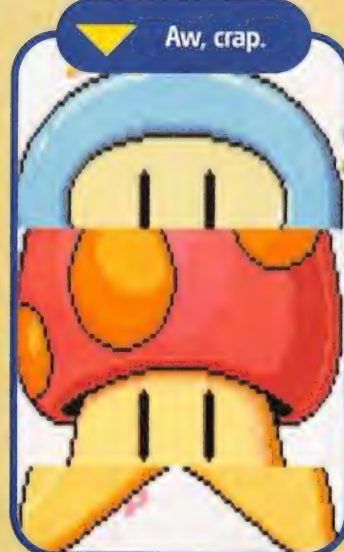
March

You know, the levels may be shorter than what we're used to these

days and the controls may feel more sluggish next to the tighter Super Mario World (Advance 2) and Yoshi's Island (Advance 3), but you know what - after 13 years they're still bloody superb.

Incidentally, Nintendo just scrapes through the dodge-o-meter (Super Mario 1, 2 and 3 were released on one cartridge as Super Mario All-Stars on the SNES many years back) for expanding upon the original via E-Reader support. But if I hear one more "Woo-hoo! Just what I needed" or "Mama-mial!" sample, I'm really going to lose it. What the hell were they thinking? If I'm permitted to hazard a guess, I'd say it was something like "hey, let's see if we can make people's ears bleed!" Honestly...

Aw, crap.



Patrick

Don't give up.

Super Mario Bros. 3 is meant to be hard. Yes, I see that you are troubled, young GBA gamer. The last Mario game you played was Yoshi's Island, was it not? Indeed.

Know that while Yoshi's Island was about exploration, Super Mario Bros. 3 is about beating. As in, "I'm having trouble beating this game." You are, aren't you? Having trouble I mean. Yes.

So listen. Just relax. Here's the thing: You're not supposed to be able to beat a level the first time you try it. That's why each level is so short: You're supposed to play it over and over and over,

uncovering the invisible patterns bit by bit, until a perfect sequence of actions has built itself into your hands. Ideally, you should be able to play through a level without actually needing a GBA in your hands. It's more like Kuru Kuru Kururin than Yoshi's Island. I said that the levels are short: It's because human beings can only play perfectly for so long. Robots would be good at Super Mario Bros. 3. Robots would be good at Tetris. You like Tetris, right?

Super Mario Bros. 3 is an excellent and masterfully designed piece of gaming goodness. If you play this game at all, you'll still be playing it in ten years' time. I am.

gba
WORLD

VERDICT





"Where shall we drive drive today?"

Monster Truck Madness

► Type: Action

► Distributor: THQ

► Rating: G8+

► Link Cable Support: No

► Out: Now

MONSTER TRUCKS - THE CAR OF CHOICE FOR GODZILLAS EVERYWHERE



Dan

Given that I quite enjoyed the PC original, I was quite pleased to see Monster Truck

Madness make a come-back on

the GBA - especially at the hands of a good Aussie developer like Tantalus. Happily, all my fond memories have been justified, because this baby's just as much fun as it always was. There's just something intrinsically enjoyable about driving a truck bigger than most single-storey houses, you know? Maybe it's just me, but

there's a sense of raw power about the whole thing and amazingly this has been translated to the GBA almost perfectly. Definitely could've used a two-player mode, though...



Ohhhhhh! New wheels!



Decisions, decisions. Turbo boost or killer traction?

RESULTS

YOU FINISHED 1ST

your time
03:01.58best lap
00:56.69

Yeah baby! Eat my dust!



IT'S ALL IN THE DETAILS...

Nice little touches include snow falling off trees when you hit them, and hidden rampage power-up's that put you in, well, rampage mode.



Agata

I believe it's one of the American dreams (there are quite a few). To own a monster

truck. You know,

those big 4WD deals with the oversized wheels that you need a ladder to get into. For those who can't afford this particular American dream, we have Monster Truck Madness - a racing game where you race, uh, Monster Trucks.

This title has made a pretty good transition from PC to our favourite little handheld device of gaming goodness. Sure, the graphics aren't as hot, and the horizon can sometimes make your eyes water, but this is good racing fun.

Unlock tracks by winning races, and unlock some new trucks whilst you're at it. There's even a couple of celebrity trucks to get - including the 'Gravedigger'. Each truck has its pro's and cons - some are faster, some have better suspension or weigh more than others. The trick is picking the right truck for the course you're running (you'd be wanting better suspension for the more bumpy

tracks).

The game play has a hint of Mario Kart - with power-up's to help you get a lead or increase it, like shrinking other trucks to half their size or giving you a quick speed boost. The controls can take a bit of getting used to, but once you're there, other trucks will be eating your dirt.

Lot's of fun with a really annoying commentator that can be turned off - Monster Truck Madness will keep the dream alive.

gba
WORLD

VERDICT



"I thought you said the snow tyres were already on the car!"



Why am I always at the back? Oh well, I guess I'll just have to drive over them.

gba
WORLD

DEC/JAN 2004



◀ Bust a move: Jack shows off his Samurai styling.

Samurai Jack: The Amulet of Time

▶ Type: Platform

▶ Distributor: Acclaim

▶ Rating: G8+

▶ Link Cable Support: No

▶ Out: Now

AMULET OF TIME, EH? ISN'T THAT JUST A FANCY WAY TO SAY "WATCH"?



Dan

Samurai Jack's a neat little cartoon

- showcasing all the comedic and artistic panache The Cartoon

Network has become so good at over the last couple of years. Samurai Jack is also a neat little GBA game too. It's basically your run-of-the-mill action platform game, but it's infused with an extra bit of oomph by the style of the license it's based on. Yeah, there's really nothing new or exciting about jumping

around and rescuing prisoners, but it's Samurai Jack, damn it! Look at him! He's a little samurai dude and he's got, like, a sword and he kicks ass! Fans of the cartoon will love this game.

WHAT'S ON THE MENU?

The menu screen is quite handy, with access to the map, changing equipment and special actions. Thankfully you can access it even in the middle of an end of level boss to get to your health potions. (*Fascinating!* - Ed)



▶ When he's not saving villagers from giant spiders, Jack likes to get his groove on with the local bots.



▲ "Hm. Some kind of bearded cow. I think I shall have to chop it."



DRINK SAMURAI BRAND COLA! IT'S THE COLA OF CHOICE FOR ANCIENT JAPANESE WARRIOR CASTES! ▲



Agata

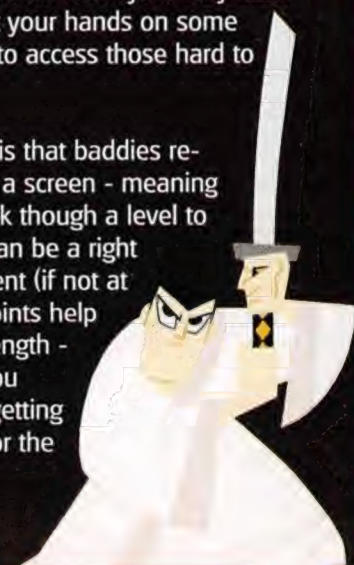
The Cartoon Network really has created a big family of stars. My personal favourite is Samurai Jack, so I was kinda chuffed to get my hands on this game.

For those who aren't familiar with this Saturday morning fave, let me give an overview of the game. You are Jack. Jack is a samurai. From the past. A wizard, Aku, sent you to the future. You want to go back to the past. You need to find the bits to the Amulet of Time so that you can get back to the past and fulfill your destiny. Sounds like fun, huh?

The first thing that you notice about this game is that the graphics are great. Additionally, the instructions are clear and the controls responsive. Except for the jumping part (I'm beginning to think I'm cursed to get all the games with spazz jump controls). Work your

way through various levels, then work your way back through them once you get your hands on some power-up's that allow you to access those hard to reach places.

One thing that did bug me is that baddies respawn as soon as you exit a screen - meaning that getting all the way back though a level to get that last prisoner free can be a right pain in the bum. But frequent (if not at times a bit hidden) save points help lots and replenish your strength - so use them often - and you won't have any problems getting to the top of Aku's tower for the final showdown.



gba
WORLD

VERDICT
★★★★★

gba
WORLD

DEC/JAN 2004



1935



Every single caption in this review is going to contain the word "Nazi".

520

1925



Indiana Jones is fighting Nazis on the other side of that tank, you know.

Medal of Honor: Infiltrator

► Type: Action

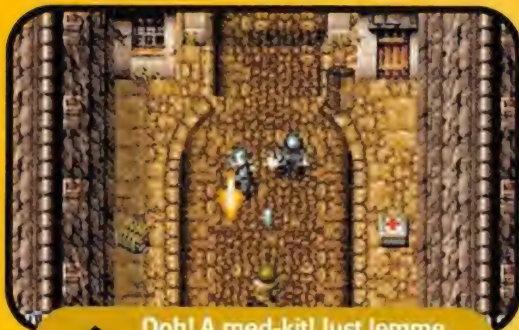
► Distributor: EA

► Rating: G8+

► Link Cable Support: Yes

► Out: Now

"ACH! DAS IST NICHT EINE BOOBY!"



Doh! A med-kit! Just lemme finish killing these Nazis...



March

Ahhh ... sweet. We haven't seen arcade-shooting

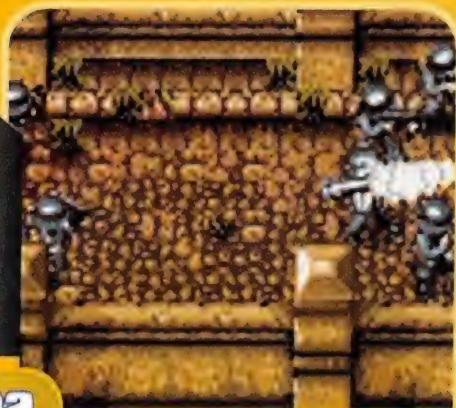
action done this good since *Commando* (based on Arnie's film of the same name) way back in the eighties. And what's better, the genre's grown up a little bit too; you'll have to strategise just a bit

lest you lose all your ammo and become a sitting duck for all those nasty Nazis out for your blood. And just when you tire of being so frugal - bang! - you're whisked away to a side scrolling, unlimited ammo blast-a-thon. My only complaint is that there weren't enough of those tailgunner missions - but that's just me. Overall, the polish on this title makes it shine.



Run! Run from the yellow Nazi arrow of doom!

You damn Nazis! Fight fair, damn it!



Silly Nazi! Bazooka + bridge = big swim for everyone!



2D VS 3D

The move to 2D is a welcome one as far as a gameplay standpoint goes. The last Medal of Honor game for the GBA, *Underground*, used a 3D engine but ran badly and was poorly received as a result. *Infiltrator* runs nice and smooth but we'll have to wait and see if it's any better received.



I wonder if these bins contain Nazi gold?

NEWSREELS

In between levels, Medal of Honor: *Infiltrator* features a number of great looking cutscenes that utilise real WWII news footage. The FMV looks excellent and runs very smooth on the GBA. Snazzy!



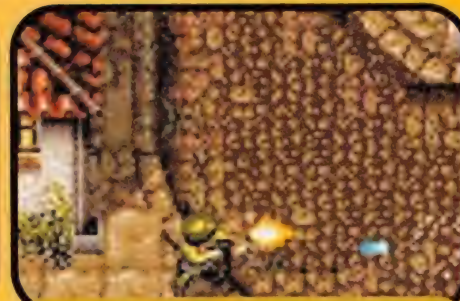
Nazi bridge battle spectacular!



Nothing like a dip and a quick spot of Nazi killing.



What's this? A Nazi Bed & Breakfast? Insidious!



Out of shot: Nazis getting blasted to pieces.



Agata

This was my first foray into the popular WW2 series,

Medal of Honor. I think there was reason I'd never been interested in playing it. Maybe because it's a war game? I can't remember. Anyway, the point is that I won't be playing this

hand held version, nor can I imagine asking friends to hook up their GBA's for a round of multiplayer action. The graphics are cartoony, which takes away from it's serious theme and mission briefs. Although the action is varied (point blank style shooting one minute, running around shooting stuff the next), I just couldn't get into playing this one. Probably best left for the gung ho lads.



Sabotaging Nazi tanks. KA-BLAU!



Nazi propaganda
lines every bookshelf.



Dan

Soooo ...
Nazis. You've
gotta like
shooting
Nazis. As it
happens,

Infiltrator is all about shooting Nazis. You can shoot Nazis from a top-down perspective; you can shoot Nazis from a first-person perspective; you can shoot Nazis from a tank. If you're really good, you can shoot more than one Nazi at a time. Since shooting Nazis is my idea of a good time, I quite like this game. I especially like that it has real footage of real Nazis between the shooting parts, because then you know that - even though you've already shot hundreds of Nazis - there are still more Nazis to come. Ja, das ist eine gutes spiele!



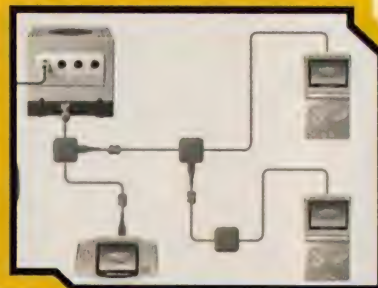
"Ich bin ein happy Nazi
- ACH! Mein Kopf!"



"Ha! You think a gate can
stop me, Nazi scum?"

OBLIGATORY LINK-UP FEATURES

When the next instalment of Medal of Honor, Rising Sun, comes out for GCN, gamers who own a copy of Infiltrator and a link up cable will be in for a treat. If players link up the two devices they can use the GBA as a mapping device in game, allowing them to get a better idea of the level layout.



This looks like a good
place for Nazi blasting!



WANNA COME OVER AND KILL SOME NAZIS?

If you get sick of playing by yourself (and you know you do), Medal of Honor: Infiltrator allows two players to link up with a system link cable and play through the game cooperatively. Though we haven't been able to test this feature yet (we only had one review cart), we're sure it'll be a bit of a hoot.



Lazy Nazis. Leaving barrells lying around your base like that. Tsk!



Our hero disguises himself as a... you guessed it: NAZI!



These Nazis and their iron grate floors. How gauche!



"Ach! Mein Nazi tanken exploden! Nein!"



Daniel

Medal of Honor is a hugely popular and successful game

franchise on both the PC and PS2, pitting heroic allied soldiers against the Axis to determine the fate of the war to end all wars (as it was called at the time, though we all know that there have been a couple of

wars since WWII - that's what you get for trying to predict the future). Although the PC and PS2 games strive for realism in the setting and action, EA has taken a different route with Infiltrator, making the action cartoonier and, well, more action packed. Instead of simply having one game style, Infiltrator mixes three distinct gameplay modes; run and gun (like a beach assault against hordes of Nazis), stealth (sneaking into POW camps and the like) and shooting galleries (players

control a crosshair and mow down countless enemies) but unfortunately the end result isn't the most compelling title of all time. The multiple game styles keep the game from feeling too coherent, making the whole thing feel a bit like a collection of mini-games (not that there's anything wrong with mini-games - Wario Ware rocks!) without much variation in the style or setting.

gba
WORLD

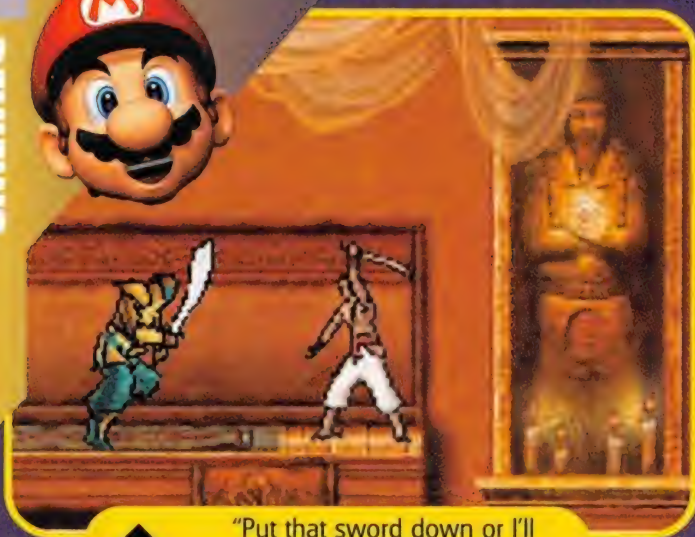
VERDICT

" " " " "

gba
WORLD

DEC/JAN 2004

39



▲ "Put that sword down or I'll smack you with my big ruler!"



▲ Swat incoming fireballs with your sword to send 'em back at enemies.

Prince of Persia: Sands of Time

► Type: Platform

► Distributor: Ubisoft

► Rating: G8+

► Link Cable Support: No

► Out: Now

HIS NAME IS PRINCE... BUT IS HE FUNKY? READ ON TO FIND OUT.



▲ I don't remember Blue-Tongues ever getting this big in MY house!



Agata

I have to say I was little more than disappointed when I started

playing Prince

of Persia on the GBA. For one thing, I was hoping it would be more like the original game that I came to

know and love - complete with spikes coming out of the ground and plenty of slicing devices. Instead, the in game graphics are rather crap, the controls annoying, your objective in each area unclear and the soundtrack monotonous. Oh, and you get hit waaaay to easily. Is a bird really going to do the same amount of damage to you as a spinning, cutting blade? I mean really.



▲ You know, Prince, we can see what you're doing behind that curtain...



▲ Bugs and bats? Whoah, now there's an original combo!



◀ The Prince competing in Persia's favourite national sport - tiny pole-vaulting.



"Back, foul beast! Back, I tell you! Back!"



Jumping makes it harder for enemy archers to stay on target.



Yeah, my local library has busy women chained to the bookcases as well...



The big column of light looks ominous, but it's actually restorative

HE'S HISTORY!

As you probably already know, Sands of Time isn't a stand-alone game - it's part of a steadily expanding Prince of Persia franchise that goes all the way back to 1989, when the first Prince game was released for the PC. This game is regarded as something of a landmark title by old-school gamer types and is well worth a play if you can get your hands on a copy. Be warned, though: it's tough as nails.



Daniel

Prince of Persia: Sands of Time features an interesting

gimmick - the ability to "control" time with a limited supply of magical sand. That sounds vaguely stupid now that I see it in writing, but the idea behind it

is that players will be able to rewind events whenever things start going loopy and so therefore avoid the pitfalls commonly associated with being an action hero. Rock hit you on the head? Rewind time and avoid it. The only problem is that the amount of time you can rewind is too limited to do any good. And what we're left with is nothing more than mediocre.



“Look, I can balance here using nothing but my fingernails!”

EMIT DNIWER

As the title suggests, the big drawcard for Sands of Time lies in the Prince’s ability to control time to a limited extent. Simply collect some special time sand (which, oddly enough, is usually extracted from the carcasses of fallen foes) and press the L button to rewind events until the little blue meter up the top of the screen runs out. It’s kinda neat, but practically useless most of the time.



▲ The Prince’s palace is hardly the most practical abode around.



Ahh. Nothing like a night at the Persian Ballet. ▲



March

Consistency is very important. If you don’t add enough milk or eggs, then your cake will be dry and nasty; too

much milk or too many eggs and the cake won’t bake properly. And there’s nothing nastier than sandpaper or

thickshake cake, now is there? Mmmmm...cake....Where was I?

Ahh, yes. Prince of Persia has its good moments, but it swings too wildly from average to utter crap for my liking. And then there’re the controls. I can forgive the strict Contra-style collision detection, but I can’t let the Ponce in Pyjama’s actual control slide. He just doesn’t quite the capture the glory of this granddaddy. *sigh*



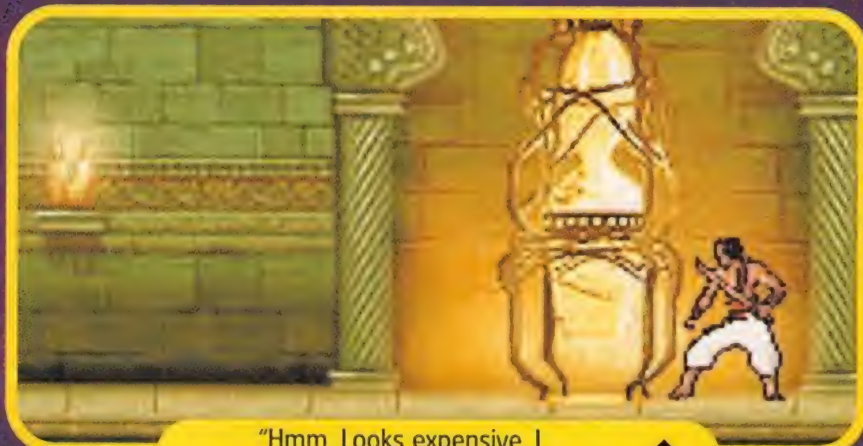
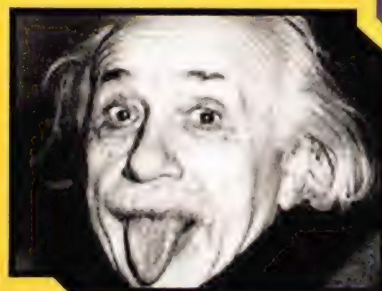
▲ Buzzsaws on the floor, buzzsaws on the wall... who designed this bloody place?



▲ Although fixed to the spot, these fireball spitting heads can be a right annoyance.

AND NOW FOR SOMETHING COMPLETELY DIFFERENT

The general scientific consensus on time-travel these days is that it's not possible. Most physicists believe that travelling back in time would require travelling faster than the speed of light and that - according to most people - is impossible. This has been our mandatory educational diversion. We now return you to our scheduled time wasting.



"Hmm. Looks expensive. I wonder if it'll fit in my pants...?"



Go towards the light, Prince! Towards the light!



"Right, I've told you for the last time - stop frolicking around my coconut tree!"



Dan

I'd be lying if I said I wasn't just a little bit

disappointed with this game. Okay, Sands of Time is a reasonably well-executed platform jumper with enough entertainment value to keep you playing for at least a week or two. Okay, so there's a neat little time control gimmick and it's pretty good fun to play around

with in certain situations. Okay, so you get to kill people and suck the essence of life right out of their bleeding carcasses for your own personal benefit. But, I don't know... it just isn't Prince of Persia.

Unlike its very famous old-school forefather and home-console cousins, Sands of Time on GBA is completely unremarkable. The level design is tedious at best, the enemies are uninspired and the visuals lack the finesse we've come to expect from

these games. What Sands of Time has in gimmicky little time control bits it forfeits in overall direction - the game simply lacks focus. And there are bats on the first level. I hate bats. Whoever decreed that bats have to be in every platform game ever made needs to be shot in the face with a bazooka.

Sands of Time is fun, but it's also entirely unexceptional. Not quite what we were hoping for.

gba

★★★★☆

VERDICT

gba
WORLD



Dear lord! Was your car attacked by a mob of angry hippies or what?

TG Rally

► Type: Racing

► Distributor: Nintendo

► Rating: G

► Link Cable Support: GBA

► Out: Now

HERE'S A RACING GAME THAT'S RALLY, RALLY GOOD.



Daniel

To put it bluntly, I'm absolutely rubbish at racing games. It's a well-known fact. Stop someone in the middle of the street and ask if Daniel Wilks is rubbish at racing games and they'll look at you like you're crazy.

Not because they think you're nuts but because the answer is such common knowledge they must think you're an alien for not knowing it yourself. What does this have to do with TG Rally? Well, even though I'm rubbish at it, TG Rally is great fun and the levels are well designed and spectacularly large for a handheld game. So, even if you're rubbish at rally racing, you'll probably like this game anyway. I did.



The tracks are a bit sparse, but they're absolutely bloody huge.



Your navigator will warn you of any hazards ahead.



Snowy tracks make for slippery racing. Get those snow tires happening, baby!

THAT SURE IS PURTY!

Good god, this game looks bloody amazing. Tantalus have done one helluva bang-up job on this 3D engine, because it is just incredible to watch in action. Smooth frame rates, great looking tracks, detailed cars ... wow. Who'd have thought a GBA could do this?

Whening villa gitvl bots.

pos
5th

0:38.58

Erm... wrong way, mate.

pos
6th

1:51

4.72

"Aieee! The car's lost it!
We're doomed, I tell you!"

0:37.08

Brrrr! Just the chilly track one
needs on a sticky summer's day.

1:16.63

In Editor's Hell, they caption
racing games for all eternity.



Dan

Wow. I really like this game. I say that with astonishment because, truth be told, I usually avoid rally racing games like some kind of plague. Some kind of plague where you get boils on your bum and your face melts off and your genitals ... well, you get the point. So, what is

it that's so special about TG Rally that even I - a self - avowed rally hater - would enjoy it?

It all comes down to accessibility, you see. TG Rally is the type of game you can just pick up and - within a few goes - you're comfortable enough to start kicking up dust with the best of 'em. And while controlling your car is intuitive and easy, it's far from simplistic. Rally racing is a precision sport, and as such you'll be required to drive with some real finesse if you're going to

stand a chance on the game's more difficult tracks.

Additionally, TG Rally comes decked out with all the extras you'd expect - different, mechanically customisable cars, loads of tracks, a variety of race modes ... it's all here, baby.

Put simply, TG Rally is one of the best racing games on the GBA. And it's a blast in multiplayer too!

gba

VERDICT



gba
WORLD



▲ "Nice doggy...Arrrrgh!"



▲ What a lovely day for jumping off rooftops!

Ed, Edd and Eddy

► Type: Platformer

► Distributor: Acclaim

► Rating: G8+

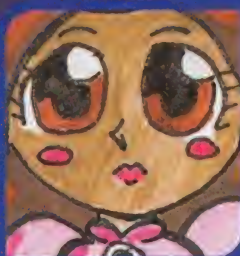
► Link Cable Support: No

► Out: Now

YOU KNOW WHAT THEY SAY: THREE EDS ARE BETTER THAN ONE!



▲ "Ed, where'd you go?"



Fiona

Not another one. A 2D platformer in the style of too many 'The Simpsons'

Simpsons'

games where the three Edwards from the title jump, run and climb their way through their incredibly hazardous neighbourhood, attempting to get to the store to win a jar of everlasting jawbreakers in a raffle.

With holes in the ground, burst water pipes and vicious feral Chihuahuas, the Edwards have a lot to contend with. You play each Edward, one at a time, using their different abilities to get through obstacles. There's Ed (stupid but

beefy), Edd (smart but wussy) and Eddy (stupid... but can jump high). Along the way you find coins of red, yellow and blue (each character has his own colour) that you collect to buy the tickets for the raffle. Standard stuff, right?

I found the controls and the Simpsons-esque graphics irritating, but the game itself was mildly entertaining. The whole thing is very silly, from the bizarre ways the Eds walk to the expressions of deranged amusement on their faces when they fall from a height and smack into the ground. Edd is the coolest, being the only one smart enough to refuse to walk straight into the big holes in the road.

This is an average game, but it's fun.

gba
world

VERDICT
★ ★ ★ ☆ ☆

PANTS POWER!

Check out those pants! With Eddy's super wedgie, no wonder he's able to jump so high! Which I guess why he's got a special double jump the he can use to pick up coins from tricky places. Edd and Ed both suffer from Silly Baggy Trousers syndrome, so they have to jump on bouncy tyres to get to high platforms.



▲ "Argh! Who put my bidet on overdrive!"



▲ Kamikaze!

Skills


 ○○○○
○○○○


Simba's grinning because he's thinking about eating your face off.

No, Simba! You can't jump Springfield gorge on your skateboard! It's mad!

295



0 of

Disney's Extreme Skate Adventure

Type: Sports

Distributor: Activision

Rating: G

Link Cable Support: No

Out: Now

CYNICAL CASH-IN OF THE YEAR? SURPRISINGLY NOT. IT'S ACTUALLY QUITE GOOD!



The graphics are chunky, but move quite smoothly.

SKATE APE!

Forget skating, Buzz Lightyear and the Lion King - the best thing about this game is Turk the skateboard riding jungle ape. There are two things the staff of *GBA World* love more than anything: chimps in go-karts and apes on skateboards. Turk obviously falls into the latter category and is our new hero because of this fact. You go, Turk!



Dan

It's easy to be cynical about a game like this. After all, it

doesn't take the most jaded and mean-spirited gamer (i.e. me) to see that this is an obvious attempt by Activision to milk their Tony Hawk engine for all it's worth. Replace skaters with Disney characters, grimy urban environs with colourful cartoon wonderlands and

hardcore street imagery with sunshine and lollypops and voila-! You've got yourself a brand new game. Those savvy marketers and their wily ways!

Or not. Whatever you think of the motivations behind this game, the facts are this: it is reasonably fun to play and it offers kids who might not have been interested in Tony Hawk a chance to get into some serious skating action with familiar characters and settings. The skating is enjoyable and fluid, the graphics are smooth

and colourful and there's enough longevity hidden in the various game-modes to keep you occupied for a long while. And there are monkeys. Monkeys are cool.

For these reasons, we're inclined towards giving Disney's Extreme Skate Adventure the thumbs up. It's certainly not an exceptional game, but it's good enough to warrant a go - especially for younger gamers and Disney fans.

gba
WORLD

VERDICT

gba
WORLD

my Game Boy Life

We want to know all about you!

This is your chance for fame and glory. Oh, and to be featured inside the hallowed pages of GBA World! Who could resist? Simply tell us about yourself and you Game Boy Life, including a photo, and we'll print a random selection of responses each month. No prizes, just a chance to show off to your friends!

Name: Dylan Oliver
Suburb & State: Thallon, QLD
Age: 10
What do you call your GBA? Frustration
First game? Pokémon Silver
Most wanted game? Legend of Zelda: Four Swords
Preferred gaming food and drink? Vanilla Coke and Chocolate (And you've still got teeth? - Ed)
Sexiest game character? Gohan
Which game is your guiltiest pleasure? Pokémon Sapphire
Mario or Luigi? Why? Mario. He's smarter and more popular. (He's a Communist! - Ed)
Worst game? Dragonball Z: Legacy of Goku
Wackiest place you've played your GBA? On the veranda while eating dinner in a storm
Describe your playing style in ten words or less. Pedal to the Metal!



This month we've got a Coke guzzling chocolate muncher and ... a stick-man. The stick-man claims his picture is a real photograph, but we have our doubts. If YOU want to be in next issue's edition of My Game Boy Life, simply fill out the form below and send it in with a picture of yourself!

Name:.....
Suburb & State:.....
Age:.....
What do you call your GBA?.....

First game?.....

Most wanted game?.....

Preferred gaming food and drink?.....

Sexiest game character?.....

Which game is your guiltiest pleasure?.....

Mario or Luigi? Why?.....

Worst game?.....

Wackiest place you've played your GBA?.....

Describe your playing style in ten words or less......



Write to us at:
 My Game Boy Life
 GBA World
 78 Renwick St
 Redfern NSW
 Australia 2016

Name: Peter Watts
Suburb & State: The Oaks, NSW
Age: 15
What do you call your GBA? The S.P.
First game? Wave Race
Most wanted game? Homey Kong: Monkeyz

in tha Hood (You and me both! - Ed)
Preferred gaming food and drink? Moon Cheese
Sexiest game character? Wario in a striped bathing suit
Which game is your guiltiest pleasure?

Wario Ware
Mario or Luigi? Why? Mario. What has Luigi ever done? (Not been a Communist! - Ed)
Worst game? Perfect Dark (GBC)
Wackiest place you've played your GBA?

The moon (The cheese is very good, you know)
Describe your playing style in ten words or less. Cool



READER'S top 20

KIRBY WANTS TO KNOW YOUR FAVOURITE GAMES!



TOP 20

After a brief hiatus, the Reader's Top Twenty has returned and brought a whole bunch of new games with it! Unsurprisingly, Pokémon Ruby & Sapphire are still leading the pack by a significant margin (both games are still topping sales charts all over the world), but some interesting new additions have arrived in the form of Final Fantasy Tactics Advance and Pokémon Pinball: Ruby and Sapphire. Although we loved both of these games and said so last issue, we didn't think they had the appeal to be exceptionally popular - guess we were wrong! Also of interest is the rocketing entry of Finding Nemo at No.6. Who'd have thought the little Clown Fish would have so much force in those tiny flippers?



GAME NAME	LAST POSITION	TIME IN
1. Pokémon Sapphire	1	3
2. Pokémon Ruby	2	3
3. Dragonball Z: Legacy of Goku 2	NEW	1
4. The Legend of Zelda: A Link to the Past	7	5
5. Advance Wars 2: Black Hole Rising	NEW	1
6. Finding Nemo	NEW	1
7. Rayman 3	8	4
8. Yu-Gi-Oh! Worldwide Edition	NEW	1
9. Pokémon Pinball: Ruby and Sapphire	NEW	1
10. Final Fantasy Tactics Advance	NEW	1
11. Super Mario Advancd 3: Yoshi's Island	11	5
12. Crash Bandicoot 2	12	3
13. Metroid Fusion	5	5
14. Wario Ware Inc	10	2
15. Super Mario Kart Super Circuit	13	5
16. Dragonball Z: Legacy of Goku	14	4
17. Donkey Kong Country	NEW	1
18. Simpsons Road Rage	NEW	1
19. Advance Wars	9	5
20. Crash Bandicoot XS	18	4

GBA World Reader's Top 20

My favourite GBA games are:

1. _____
2. _____
3. _____
4. _____
5. _____

Cut out (or photocopy) this form, pop it in an envelope and send it to:
Reader's Top 20,
GBA World
78 Renwick St
Redfern NSW 2016
Australia
 Or email gba@next.com.au



DEC/JAN 2004

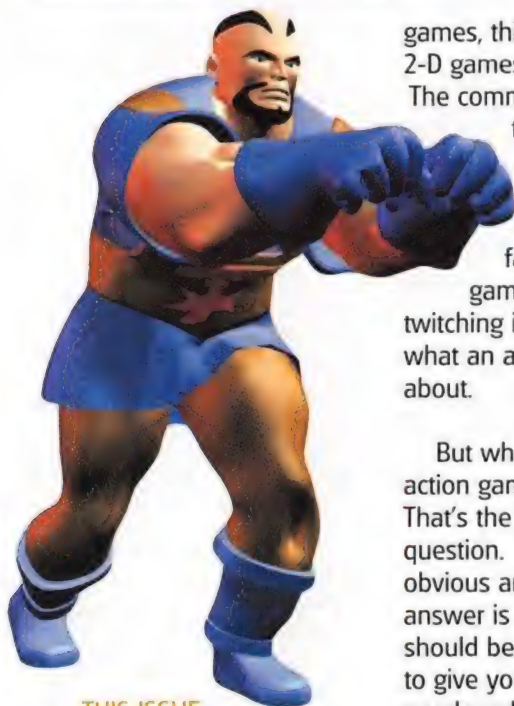
gba
WORLD



Bah!
Any pansy with a secret
base can beat an action hero! Just
try and best a fat Italian plumber
juiced up on Super Mushrooms!
Now THAT'S a challenge!

BOWSER'S BUYER'S GUIDE TO...

...Action Games



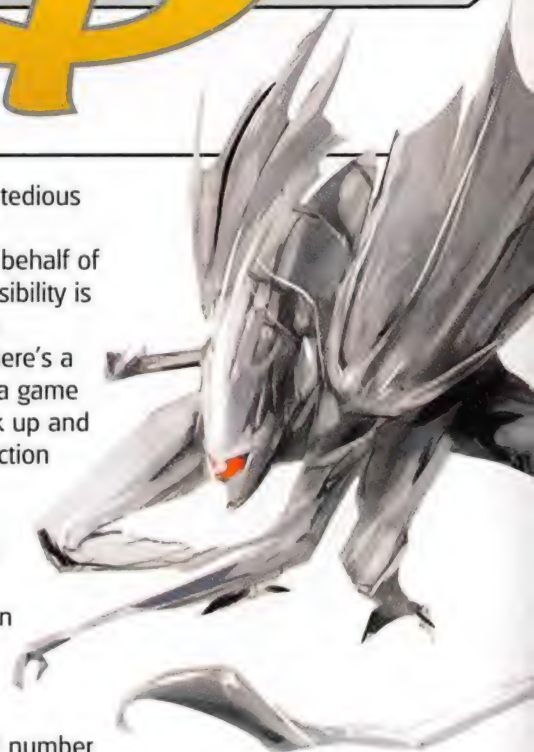
THIS ISSUE, WE'LL BE TAKING A LOOK AT THE RANGE OF ACTION GAMES CURRENTLY AVAILABLE FOR GBA. The definition of an "action game" is fairly broad. In this Buyer's Guide, we'll investigate beat 'em ups, first-person

games, third-person games, 2-D games and 3-D games. The common bond that ties these seemingly disparate titles together is their fast-paced gameplay and finger-twitching intensity. This is what an action game is all about.

But what is a *good* action game all about? That's the important question. The most obvious and important answer is action. There should be enough going on to give your reflexes a good workout without it all becoming overwhelming. Variety is always nice, as even non-stop action can get boring if you find yourself doing the same thing over and over. As with any genre, difficulty is an issue that can impact your enjoyment. A good action game will present a challenge that is difficult

without requiring tedious repetition and memorisation on behalf of the player. Accessibility is also an important consideration. There's a lot to be said for a game that's easy to pick up and play for a quick action fix.

A good control scheme is very important in action games, especially on GBA, where the limited space and number of buttons can make things a little awkward. Good graphics are always nice, but they're especially important in this genre. Levels should be easy to navigate and items and enemies should be simple to identify. Nothing is worse than getting killed simply because an enemy soldier was almost the same colour the wall he was standing in front of. Quality sound will also add to the action gaming



experience. A pumping soundtrack will set the right mood for combat and - hey - explosions are always more satisfying when accompanied by a good sound effect.

Let's find out which GBA games are best for providing a healthy dose of action-packed goodness.

LAST ACTION HEROES...

Every genre has its stinkers and action games are no exception. Star Wars: Jedi Power Battles and xXx are two terrible action games that should be avoided at all costs. Both of these fall into the "unimaginative movie cash-in" category. xXx is particularly terrible and actually manages to be worse than the amazingly awful film it's based upon. This lends further credibility to the theory that everything Vin Diesel is involved with needs to be burned until it is a pile of unrecognisable ash. Anyway, these games are dull, repetitive and clichéd - we've seen it all before and we've seen it done a hell of a lot better than this.



...Universal Soldiers

BUYER'S

Reverence of Shinobi

DISTRIBUTOR: THQ

PLAYERS: 1

SCORE: ★★☆☆☆



You know, blue is hardly the best cammo for a forest...

"Up high, on the side, down below - ah! Too slow!"



He's bouncing around like a ninja on a hot tiled roof...



NINJAS! WHAT MORE COULD YOU WANT IN A GAME? Well, how about a little less button-bashing and some more challenging gameplay? Nice to look at and filled with ninjas, it's just a pity that Reverence of Shinobi is so darn repetitive.

Is he taking a rest or has he twisted his ankle?



Contra's difficulty makes it a great game for nuts and masochists.

Contra Advance: Alien Wars

DISTRIBUTOR: ATARI

PLAYERS: 1-2

SCORE: ★★☆☆☆



I believe the term for this kind of thing is "BLEAARRRGH!"



THIS GAME IS certainly action-packed, but lacks any real variety. Contra Advance: Alien Wars is also insanely difficult, taking frustration to a whole new level. Combine that with a clumsy password save system and you've got ... well, not a whole lot of fun, really.

Straight off the cover of an 80s action flick, ain't it?

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...Rambos

The Incredible Hulk

DISTRIBUTOR: VIVENDI

PLAYERS: 1-4

SCORE: ★★☆☆☆

LIKE TO SMASH THINGS?

So does Hulk! Take the big green guy through level after level of glorious demolition, occasionally interrupted by some annoying mission objectives or jumping puzzles. The

best thing about The Incredible Hulk is that just about every object is "smashable". If you're in the mood for some senseless destruction, this is your game.



The Hulk out for his daily jog around the mall.



The Hulk out for his daily jog around the tank.



The Hulk out for his daily jog around the um... soldiers.

Doom/Doom II

DISTRIBUTOR: ACTIVISION

PLAYERS: 1-2

SCORE: ★★☆☆☆

THESE LANDMARK PC SHOOTERS have made quite an admirable transition to the GBA. Doom and its sequel are packed with all the blood, gore and scary-looking demons you could wish for. Watch out though, the dark colour schemes mean that you'll be in trouble without a big shiny light - or the SP, of course.



"Hi - we're a gang of demons. Can we kill you?"



"Would you mind? The skull and I are talking here!"



"Right. I think I'm going to need a bigger gun..."



The Baron of Hell in all his flamey glory. I hate this guy.

...Predators

BUYER'S

X-Men 2: Wolverine's Revenge

DISTRIBUTOR: ACTIVISION

PLAYERS: 1

SCORE: ★★★★★☆



▲ X2 is good, but why didn't they include Gambit?!



▲ Nope. No Gambit anywhere there.



▲ As you can see from his claws and hair, this is Wolverine. Not Gambit.

▲ Magneto + Wolvie = No Gambit.



ENJOYABLE, ACCESSIBLE AND with a combat system that's surprisingly deep, X-Men 2: Wolverine's Revenge will certainly entertain you. There's also the added bonus of playing as one the coolest comic-book characters of all time. Combat can become repetitive after a while but if it's a quick shot of action you're looking for, this game won't disappoint.

007: Nightfire

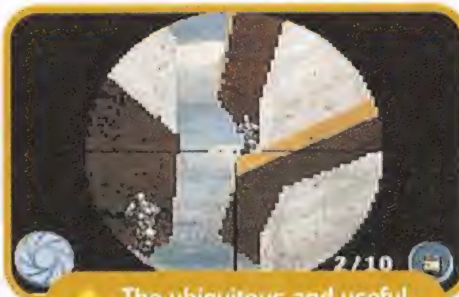
DISTRIBUTOR: EA

PLAYERS: 1

SCORE: ★★★★★☆



▲ "Hello, Mr. Hero - please shoot me and loot my corpse!"



▲ The ubiquitous and useful sniper rifle in action...



▲ See the girl? She's busy stealing office supplies.

JAMES BOND'S GBA debut is quite an impressive one. 007: Nightfire is a solid, fully 3-D first-person shooter, much like its home-console cousins. The missions are nicely varied and 007 is equipped with all the nifty gadgets you'd expect from this suave secret agent. The framerate can be choppy and the controls a little awkward, but chances are you'll be having too much fun to notice.

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...Predators

Splinter Cell

DISTRIBUTOR: UBISOFT

PLAYERS: 1

SCORE ★★★★★☆

Um ... Sam? You're hanging right in front of a window...



This'll be your last ciggy break, you lazy git



Things went bad when Sam's knee suddenly gave out...



LESS ABOUT SHOOTING
your enemies and more about sneaking past them, Splinter Cell is a refreshing stealth-based take on the action genre. Sam Fisher is a master of hiding in the shadows and has a gadget collection rivalling that of James Bond. There's plenty of fun to be had here - even more if you link-up to Splinter Cell on Gamecube.

Duke Nukem Advance

DISTRIBUTOR: TAKE 2

PLAYERS: 1-4

SCORE: ★★★★★☆

A giant lizard with a chaingun for an arm? That's nasty.



I don't know what this is, but it looks pretty evil.



THERE'S NOTHING SUBTLE
about Duke Nukem. It's all about the big, beefy hero using some big, beefy weapons to blow away hordes of alien scum. The intensity is sometimes lacking, but with nicely varied environments, well-designed levels, some nasty enemies and the Duke's trademark one-liners, there's plenty here to keep you coming back for more.



Hey, that's the Harbor Bridge! Duke didn't tell us he was coming to Sydney!

...Terminators

BUYER'S

Bruce Lee: The Legend Returns

DISTRIBUTOR: VIVENDI

PLAYERS: 1

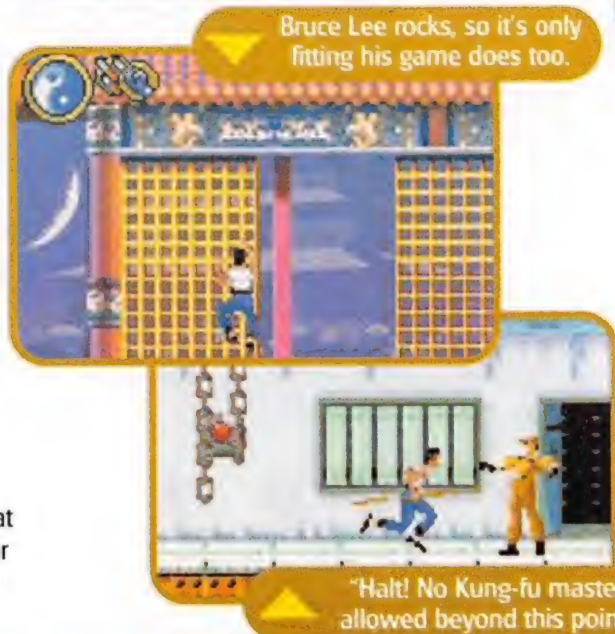
SCORE: ★★★★★☆

AN ATTEMPT TO MIX A number of gameplay styles will often result in a clumsy, disjointed mess. In the case of Bruce Lee: The Legend Returns, however, the result is a highly polished action game injected with some refreshing variety.

The gameplay is a well-balanced mix of fighting, stealth and platformer-style jumping. This is primarily a side-scrolling beat 'em up, but with some levels based around sneaking past enemies or beating the clock, the action never feels stale or repetitive. The story is hardly original (Bruce must

avenge his master's death) but it's compelling enough to keep you entertained and blends perfectly with the gameplay.

Of course, The Legend Returns comes replete with all the ass-kicking action you'd expect from a game starring Bruce Lee. The martial arts master has a solid array of kicks, punches and combos at his disposal, as well as the ability to pick up and use weapons. The satisfying combat system provides a solid base for this well-balanced, original and highly enjoyable game.

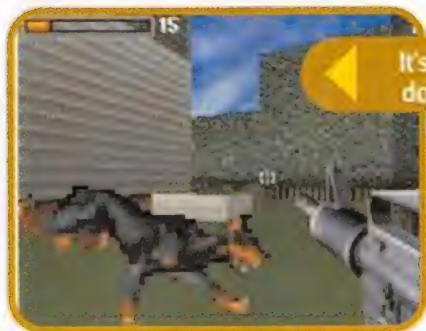


Ecks vs. Sever 2: Ballistic

DISTRIBUTOR: THQ

PLAYERS: 1-4

SCORE: ★★★★★☆



It's time for this little doggy to play dead.



MORE REFINED THAN THE likes of Doom or Duke Nukem, Ecks vs. Sever 2 offers an intelligent and engaging take on the action genre. This is a shooter with brains... which is something we thought didn't exist. That's a political joke, by the way. **ahem**

First person shooters on the GBA tend to suffer from too-dark visuals and awkward controls. While Ecks vs. Sever 2 is by no means perfect, it copes with these problems better than most. Levels are superbly designed, and the variety of mission objective keeps things interesting. Stealth is an important aspect of the gameplay. Escorting

hostages past enemy soldiers provides some of the game's most heart-pounding moments. Using the sniper rifle is a real highlight, too. And let's not forget the impressive array of gadgets - Ecks vs. Sever 2 has everything a modern-day secret agent could want.

A well-executed game that will challenge your mind as much as your thumbs, Ecks vs. Sever 2 is an example of some of the best gaming the action genre has to offer. The first Ecks vs. Sever game is also worth checking out if you appreciate a smarter-than-average shooter.

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100% POKEMON

BERRIES, CONTESTS AND SECRET POKEMON



Eleanor

In Part 3 of our 100% guide to Pokémon Ruby and Sapphire, we'll take a look at some of the features exclusive to these newest Pokémon games. This guide will give you some inside information about berries, Pokéblocks and Pokémon Contests. You'll also find out how to catch those elusive Legendary Pokémon. So – let's get going!



Berries

THERE ARE BERRY PLANTS growing throughout the Hoenn region. Some berries have a healing effect and can be fed to Pokémon, or used as hold items in battle. Berries are also used to make Pokéblocks (more on that later). Once berries are picked, the plant will disappear. Grow new berry plants by planting berries in patches of soft soil.

GROWING BERRIES

This table lists all the berries available in Pokémon Ruby and Sapphire. Water your plants with the Watering Can and they may produce more berries than the amount listed here.

NUMBER	BERRY	TIME TO GROW	TOTAL	NUMBER	BERRY	TIME TO GROW	TOTAL
1	CHERI	12 hours	2	22	KELPSY	12 hours	2
2	CHESTO	12 hours	2	23	QUALOT	12 hours	2
3	PECHA	12 hours	2	24	HONDEW	12 hours	2
4	RAWST	12 hours	2	25	GREPA	12 hours	2
5	ASPEAR	12 hours	2	26	TAMATO	24 hours	2
6	LEPPA	16 hours	2	27	CORNN	24 hours	2
7	ORAN	12 hours	2	28	MAGOST	24 hours	2
8	PERSIM	12 hours	2	29	RABUTA	24 hours	2
9	LUM	48 hours	2	30	NOMEL	24 hours	2
10	SITRUS	24 hours	2	31	SPELON	72 hours	1
11	FIGY	24 hours	2	32	PAMTRE	72 hours	1
12	WIKI	24 hours	2	33	WATMEL	72 hours	1
13	MAGO	24 hours	2	34	DURIN	72 hours	1
14	AGUAV	24 hours	2	35	BELUE	72 hours	1
15	IAPAPA	24 hours	2	36	LICHI	96 hours	1
16	RAZ	4 hours	3	37	GALON	96 hours	1
17	BLUK	4 hours	3	38	SALAC	96 hours	1
18	NABNAB	4 hours	3	39	PETAYA	96 hours	1
19	WEPEAR	4 hours	3	40	APICOT	96 hours	1
20	PINAP	4 hours	3	41	STARF	96 hours	1
21	POMEK	12 hours	2	42	LANSAT	96 hours	1
				43	ENIGMA	Unknown	Unknown

• **TRAINER TIP** •

The Berry Master lives on Route 123. Not only does he have an impressive berry garden, but his wife will give you rare berries when you talk to her.



Pokéblocks

POKÉBLOCKS ARE CANDIES made from berries. Feeding them to your Pokémon will improve your Pokémon's condition in one or more of five areas: Cool (Red), Tough (Yellow), Beauty (Blue), Smart (Green) and Cute (Pink). Check the condition of your Pokémon using the Pokénav. Before you can make Pokéblocks, you'll need to head to the Contest Hall in Slateport City, and talk to the little girl inside. She'll give you a Pokéblock Case. Now you can use a Berry Blender (a machine found in test Halls) to mix berries together, producing delicious Pokémon candy! Try using different berries at different locations to see what kind of Pokéblocks you can make.



Contests

TO BE ELIGIBLE TO ENTER Pokémon Contests you'll need a Contest Pass, available at the Contest Hall in Verdanturf Town.

There are four Contest Halls in Hoenn:

- Verdanturf Town (Normal Rank)
- Fallarbour Town (Super Rank)
- Slateport City (Hyper Rank)
- Lilycove City (Master Rank)

You'll need to progress through these Contest Halls in order. A contest victory entitles you to compete in the same type of contest at the next highest rank.

There are five types of contests you can enter: Cool, Tough, Beauty, Smart and Cute. It's a good idea to check that your Pokémon has a good condition in the area of the contest you want to enter as well as possessing contest moves that are of a corresponding type. Check condition on the Pokénav and Contest Moves on the fourth Summary subscreen.

• **TRAINER TIP** •

Talk to this man, in Mossdeep City, and find out which colour Pokéblocks your Pokémon prefer. Feeding a Pokémon its favourite colour will make it happier.

• **TRAINER TIP** •

Use the GBA link cable to mix berries with your friends! Try out different combinations to see what kind of Pokéblocks you can make.



Pokémon Contests: How They Work



1 In the first round, Pokémon are judged by the audience on the basis of condition. Pokémon with good condition in the right area (eg. high Cool-ness for a Cool contest) will do well here.



2 This is where it gets tricky. In the second round of the Contest, Pokémon have five turns to impress the judges with their moves. Your Pokémon will appeal first on the first turn.



3 Appeals of the same type as the contest will get the crowd excited, giving you a bonus of one heart. Get the crowd going to earn five bonus hearts. Appeals of other types will make the crowd less excited, or make no difference to the crowd's excitement level.



4 Some moves act as a "Jam", removing hearts from Pokémon that have already appealed. Other moves can make improves the user's condition, or make waiting Pokémon nervous.



5 The judges won't be impressed if you repeat an appeal. You'll have one heart taken off your score and the crowd won't become any more excited.



6 At the end of the second round, the total scores for each Pokémon are added up to see which one is the winner. The winning Pokémon receives a Ribbon and will be eligible to compete in that category at the next level.



"Okay, who left the decapitated heads here?"

Or maybe you could shut-up and go away!



Perhaps I should groom my POKÉMON for CONTESTS rather than battles.

I didn't know Eminem played guitar!



I did know that he talks like a dumbass, though.



That was plugged in, amped up, over-driven electric, man!

That's nice to know, Ms. Maniac. I'll be going now.



I never get tired of hacking and slashing!

Right. And how much caffeine have you had?



POKÉMON and rock, it's all about heart, whoah yeah!



POKÉMON TRAINED FOR CONTESTS are often very different to those trained for battle. Choose which moves you want them to learn by looking at the fourth Summary subscreen. It's useful to have some moves that jam, cause nervousness or boost the user's condition as well as those that score well as appeals. Also look out for moves that work well as a combination. After you perform the first move in the combo, the second one will be highlighted in red when you select your move for the next appeal. The other secret to contest success is to feed your Pokémon plenty of Pokéblocks. Be aware that Pokémon can only eat a certain number of Pokéblocks, so it's a good idea to improve the condition of Contest-trained Pokémon in one area only. That way, they can max out their condition in this category.

• TRAINER TIP •



Victorious Pokémon will have their portraits displayed in the Contest Hall. If your Pokémon does really well, it might even get its portrait displayed in the Lilycove Museum!

• TRAINER TIP •



Max out your Pokémon's condition in one of the five categories, and take it to see the Chairman of the Pokémon Fan Club in Slateport City. He'll give your Pokémon a scarf to wear. If your Pokémon holds this scarf in a Contest, it will perform better in the primary judging.





Here's the flower shop. Buy some lovely Red Roses!



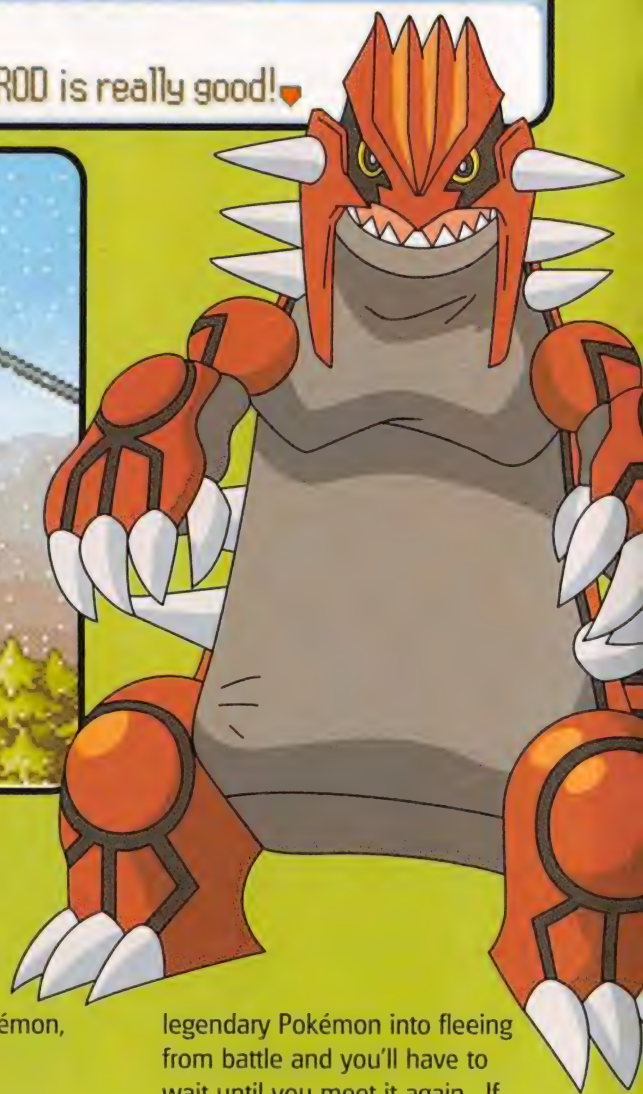
Are you ... are you coming on to me, Mr. Fisherman?



Hmm!
A GOOD ROD is really good! ♥



"Oh no! They haven't finished the line yet!"



Legendary Pokémon

GROUDON AND KYOGRE: The first time you come across Groudon (Ruby) or Kyogre (Sapphire) will be in the Seafloor Cavern on Route 128. From there, head to Sootopolis City and into the Cave of Origin. Then you'll have your only chance to catch this legendary Pokémon. Groudon or Kyogre will be at Level 45, so make sure your Pokémon are strong enough to compete. Have plenty of Ultra Balls or Timer Balls handy. It's also useful if you have moves that can

paralyse or freeze the Pokémon, or put it to sleep.

LATIOS AND LATIAS: After you become the Pokémon League Champion, Latios (Ruby) or Latias (Sapphire) will be flying around the Hoenn region. You can encounter this Pokémon in any grassy area. To catch it, make sure that the Pokémon at the top of your list is fast, and can put Latios or Latias to sleep to prevent it from running away. Be warned that Pokémon above Level 40 will frighten the

legendary Pokémon into fleeing from battle and you'll have to wait until you meet it again. If you manage to inflict some damage before Latios/Latias flees, it will be at reduced HP when you encounter it later.

RAYQUAZA: Once you've become Pokémon League Champion, you'll have access to the Sky Pillar (just Northeast of Pacifidlogtown). At the top, you'll have your one and only opportunity to catch Rayquaza. The legendary Pokémon is at

Well, no wonder you're on a desert island then...



My inner tube is a fashion item. I can't be seen without it.

Look hard, now - it's a bathing suit!



poké-fossils



Well, I actually like my Pokémon medium-rare...



"Filled with rare POKÉMON!"
SAFARI ZONE

Beating up the elderly. Tsk. Atrocious.



OLD COUPLE JOHN & JAY
would like to battle! ♥



Level 70, so make sure you have a strong team with you. It's not a bad idea to save your game before the battle!

THE REGI TRIO: Regirock, Regice and Registeel are the most difficult to find of all the Legendary Pokémon. Catching these three is an adventure in itself! There's surfing, diving and braille reading (!) to be done - so read on and find out how to do it!

GROUDON L: 45



Wild GROUDON appeared! ♥

GROUDON L: 45



Gotcha!
GROUDON was caught!

AZUMARILL L: 20

26/13





First you'll need to get to Pacifidlog Town. From there, travel west with the ocean current. You'll need to enter the current as far south as you can to make sure you're carried to the right place. The current will take you to the small island shown in (1). Head to the top left corner of the island, and surf west until you reach the shallow water in (2). Head to the far left of the shallow water and surf west again. The current will take you to an area of still water (3). West of that is an area of shallow water. Walk to the place shown in (4) and surf west from there. You'll pass another patch of shallow water and then reach the point shown in (5). Dive here and follow the Braille instructions written on the rocks (6). The last of these says "First comes Relicanth, Last comes Wailord", which means that you need to put a Relicanth at the top of your party list and a Wailord at the bottom. Follow all the instructions correctly, and you should hear the sound of some doors opening. Now it's time to go and catch those Regi

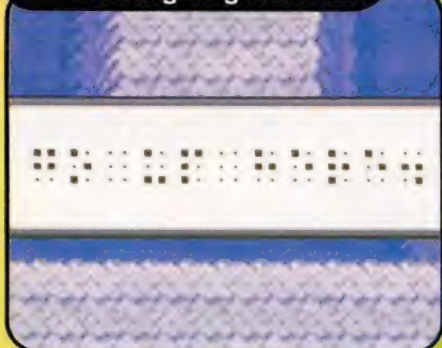
1) The small island...



2) The shallow water...



3) The still water...

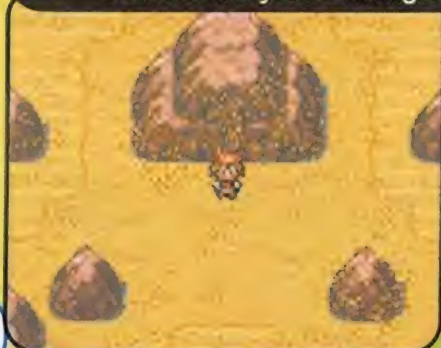
6) Follow the Braille.
You're getting close now!5) More deep water.
Dive here.

4) Walk to here and surf west...



Regi Trio Locations

The southern end of the desert (Route 111) is where you'll find Regirock.



Head to this area, northwest of Dewford Town, to find Regice.



Registeel can be found here, just off Route 120.





▼ This is a stretch snap of the Lillycove Department Store. You can buy all sorts of neat goodies here.

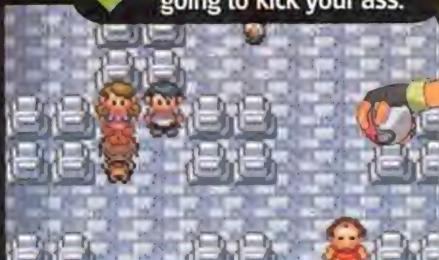


▼ Just think - YOUR Pokémon could be there!



Welcome to the HALL OF FAME!

▼ That's good, because I'm going to kick your ass.



DEZ: We're lovey-dovey, so we don't care if we lose!

▼ Ninjas. Ninjas are cool.



BRaille CHART

To catch the Regi Trio, you'll need to follow instructions written on rocks in Braille. Here's a table of what the symbols mean.

A	B	C	D	E	F	G	H	I	J
⠠	⠠	⠠⠠	⠠⠠	⠠	⠠⠠	⠠⠠	⠠	⠠	⠠
⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠
⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠
K	L	M	N	O	P	Q	R	S	T
⠠	⠠	⠠⠠	⠠⠠	⠠	⠠⠠	⠠⠠	⠠	⠠	⠠
⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠
⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠
U	V	W	X	Y	Z	.	,		
⠠	⠠	⠠	⠠⠠	⠠⠠	⠠	⠠	⠠	⠠	⠠
⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠
⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠

Before you set out on your quest to catch the Regi Pokémon, you'll need:

- a Relicanth (found at the bottom of the sea: Routes 124 - 126, Shoal Cave)
- a Wailord (evolved form of Wailmer; evolves at Level 40)
- a Pokémon that knows Surf
- a Pokémon that knows Dive
- a Pokémon that knows Dig
- a Pokémon that knows Fly
- the Gym Badges you'll need to use these moves outside of battle



100% DRAGON BALL Z: LEGEND OF GOKU II

Part Two: The Home Stretch



Daniel

Aside from being more entertaining than its predecessor, DBZ: Legacy of Goku 2 is also significantly more difficult and can present a long and arduous challenge to

even the most hardened RPG gamer.

Even we had trouble in some spots! With this two-part guide, you will learn all the tips and tricks necessary to guiding Goku and co. to ultimate victory in their epic quest. It's all right here, baby.

Are you ready to be a DBZ master?

TRAINING DAY

AFTER GETTING THE KEYS

to the city, head into the world map and fly to Goku's house to train for three years. After the training is over, head to Master's Island to train with Master Roshi. Switch characters and learn all of the special moves before heading on. Head to Amenbo Island and speak to everyone there. After the cutscene use the flight pad to move to the next area. Continue up until you see Yancha in front of Androids 19 and 20. A cutscene will play and now you will be in control of Vegeta.



HEAD RIGHT AND TALK to the scientist who will give you a Quest to find the 7 Nameks. Train with Master Roshi and then head to the Southern Continent. Explore around and you will find 2 Golden Capsules as well as a few good training areas. Although there are a couple of branches the path invariably leads up to an area where you will see Goku and Android 19 fighting. Goku falls prey to the virus and you are forced to fight 19. If you are around level 25 there should be no problems - just remember not to use energy blasts, as they heal him.

Vegeta is fond of the other white meat.



AFTER BEATING 19, 20 will escape and you will be in control of Piccolo. Train up a bit and follow the path back. Eventually it will be revealed that "Android 20" is actually Dr Gero in disguise - it's up to you to find his lab and kill him.



LAB WORK

NOW YOU'LL BE PLAYING

as Gohan. Level up a bit first and then follow the path around. You'll run into Dr. Gero multiple times but each time he will flee after you've damaged him. Remember not to use energy blasts. Keep following the path, killing the Tigers that attack you until you get to a reactor with a Brontosaurus nesting around it. Talk to the Bronto and she will agree to move her nest if you help with the eggs. When carrying an egg you can't attack, so be careful. Once the eggs are moved, destroy the reactor, and go back to the Force Field Door and enter. A cutscene shows Gero activating Androids 17 and 18 who later turn on him and kill him (Damn treacherous androids! - Ed). Eventually the Androids escape.

Experiment with your powers on lesser enemies.



Gero is a master of stating the obvious.



DR. GERO: You're trying to find my secret lab aren't you?



Why can't you just fly over?



The only way to get through there is to destroy those generators!



Generator one is toast



Dr. Gero will try to stop you at any cost.



Greater Challenge?

If you want a bigger challenge than Cell it's possible to fight Koola on New Namek. Koola is about twice as tough as the Perfect Cell, having around 10000HP and some incredibly powerful attacks. The reward for defeating him is a nice +5 power capsule.

If you're not tough enough you'll see this screen a lot



100 PERCENT

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CELL, CELL, CELL!

EXPLORE THE AREA and you will receive a number of cutscenes, including one in which Goku is transferred to Master Roshi's house for safe-keeping and another one in which a mysterious machine is photographed via satellite. It appears to be a time machine and Trunks wants to investigate. Fly to the Northern Mountains. Change to Gohan and head through the level 25 Gohan only door (Wha?- - Ed) to get another Golden Capsule and a +5 strength capsule. Head to Gingertown to find the Time Machine. Talk to everyone to get a new quest. There is another Golden Capsule down to the bottom right of the map. Explore the area to get another quest and then head back up until you find the shell of a giant insect. Talk to everyone to trigger a new cutscene in which Kami and Piccolo fusion, giving Piccolo the Super Namek form and a new special attack.



So many androids,
so little time...



ANDROID 16: ...

You found a Golden Capsule!

Keep your eye out for golden capsules.

Vegeta is short
on patience...



I'll give you a minute to move your nest, because I'm about to blow up this generator!

...even with enormous dinosaurs.



BRONTOSAURUS: This is our home! You're heartless!



Carrying eggs takes careful timing.



The happy family reunited.



HEAD TO THE WEST CITY and break the Piccolo only level 25 door to find Cell. Fight him and when you hurt him enough (nearly dead), he'll tell you the full story about the Cell. Now you must go to Gero's lab again. Go to Northern Mountains and make your way back to Gero's. Once you get to the lab, change to Trunks and break the Trunks only level 30 door to find a larval Cell. Trunks will destroy it as well as Gero's computer. (And he paid so much for that GeForce 4! - Ed). Head to the second floor and you'll see a scene of Goku recovering from the virus. Head to Kami's and everyone will start entering the Hyperbolic Time Chamber. You will now control Piccolo so head to Roshi's. Here Piccolo will challenge 17 to a battle. After you hurt him enough (no energy blasts) the island will crack and he will escape. Follow him and continue the fight. When 17 gets down to about 1/4 hitpoints, Cell will arrive and deliver a speech. After the lengthy cutscene you will be back in control of Piccolo at Kami's place. Head into the temple and enter the Hyperbolic Time Chamber to trigger another cutscene.



VEGETA COMPARTMENT

HEAD TO THE TROPICAL

Islands, following the flight pads until you get to a level 30 Vegeta only door. If you're not a high enough level never fear, the Tigers infesting the Islands give lots of XP. Through the door you will find Cell. Start fighting (it's not hard) and when he gets down to about 1/4 HP Trunks will arrive and trigger a conversation and cutscene. Cell wants to fight Vegeta after absorbing all the Androids - Vegeta agrees, so Cell heads to the next island and absorbs 18 and promptly kicks Vegeta's butt. Trunks gets angry and wants revenge so it's up to the player to beat Cell. It's very tough but don't worry - you're destined to lose. Cell proposes a tournament and lets everyone prepare.

Be prepared for some back-stabbing Gero!

ANDROID 17: Dr. Gero, how are you today?

The androids are much tougher than they look.



100 PERCENT



Scout Leader

Although it has no real practical purpose in the game, the Scouter adds a good deal of longevity to the proceedings as finding out just how tough your opponents are is very satisfying. It's one thing knowing that Cell is tough but it's another to know he has over 8000HP!

The evil Dr Gero as seen through the scouter.



So he's not a scientist after all!

ANDROID 20

HP: 1900
STR: 25
POW: 21
END: 17



This being is an exact visual match of the notorious scientist Dr. Gero, however

Everyone falls to the Super Saiyan.



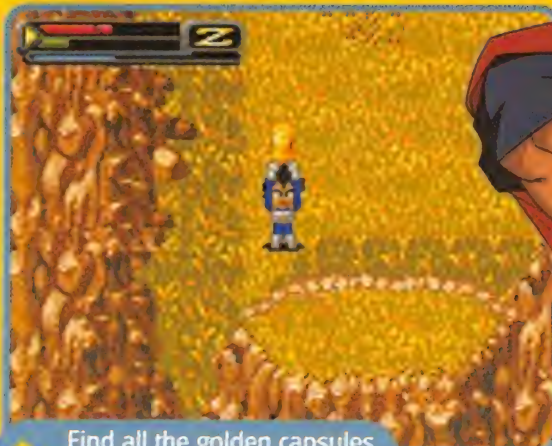
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BALLS! BALLS TO THE LOT OF YA!

HEAD TO WEST CITY and talk to Bulma in Dr. Briefs' lab to get an upgrade the Scouter. Head up to 2nd level to see the tournament announcement on TV. Head to Kami's to see Goku get out of the Time Chamber. As Goku, go to Capsule Corp, talk to Bulma and she'll give you the Dragon Ball Radar. The locations can be seen on the world map.



Find all the golden capsules for a great reward.



Wait here while I tell you my secret plans...

Gimme, gimme, gimme, I want it!



You received a Senzu Bean!



DR. GERO: I had hoped to avoid activating them again so soon, but it seems the time has come to put my

Senzu beans are a vital source of health.



Senzu Beans fill up your health and energy! To use a Senzu Bean, access it from your inventory screen.



Does this house look out of place to you?



These robots are tough but worth a lot of XP.



1st Ball: Through the level 35 Goku only door in the Northern Wastelands.

2nd Ball: West City - can be grabbed by any character.

3rd Ball: Through the Goku only door in the Northern Mountains.

4th Ball: Through the level 3 Vegeta only door in East District 439.

5th Ball: Snowy Highlands - use your strongest character, as there is a lot of tough combat.

6th Ball: In Gingertown near Cell's shed.

7th Ball: Tropic Islands - can be grabbed by any character.

IF YOU'VE EXPLORED every area you should have found all of the Golden Capsules and the Missing Nameks so talk to the relevant parties to complete the quests and reap the rewards. Train all of your characters up to about level 50 for the final battle or you're going to have a very hard time of it.

HELL IN A CELL

HEAD TO DENDÉ'S and watch Hercule get beaten senseless before Goku gets a chance to fight. Once Cell reaches about 1/2 HP Goku will give up, so choose Gohan to continue the fight. When Cell produces the smaller Cells, kill the first with Piccolo, the second with Vegeta and the last with Trunks. After a cutscene, Gohan will fly into a Super Saiyan rage so hit Cell with everything you've got until he spits out 18. Cell will transform himself into a bomb so Goku will teleport him to King Kaio's place. Cell returns and you must fight him again. When you get him low again there will be a cutscene of everyone helping out (including a Kamehameha and Big Bang), eventually destroying Cell. Save your game, talk to Dendé and enjoy the final cutscene.

That's nice coming from a guy who looks like a gherkin!



Levelling Trick

Always remember to save your character just before going up a level. Stat increases are random, so sometimes you will only gain a +1 to an attribute and at others you will gain a +2!

Ideally you want to be at level 50

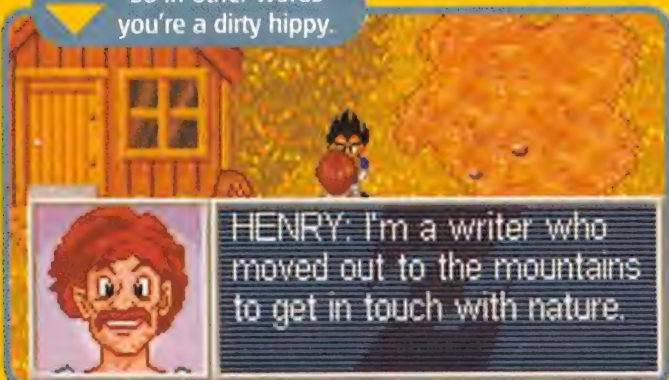


Vegeta does not like to "loosen up".



He's always so rude - it's a wonder he still has friends.

So in other words you're a dirty hippy.



One of these switches will turn off the music.



100 PERCENT

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100% FINAL FANTASY

Tactics Advance

YOUR CONCISE GUIDE TO THE WORLD OF IVALICE



Dan

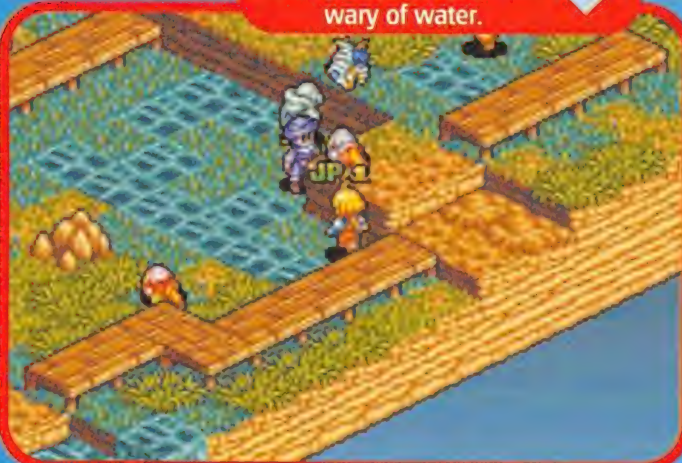
One of the best aspects of Final Fantasy Tactics is the fascinating and comprehensive race-based job system that one uses to give their characters specific attributes and abilities. At the start of the game, each character of a specific race only has a set number of

basic jobs available to them. As they progress and learn different combinations of new skills, however, more interesting and powerful occupations become available. The aim of this brief guide is to tell you how to access these higher-level jobs and what kind of effects they'll have on those characters that adopt them.

JOB TABLES...

On the following two pages, you will find tables detailing how every job for every race in the game and how to access them. The tables work like this: the top row lists all the "beginner jobs" available to a race at the start of the game. The columns on the left list all the "advanced jobs". To find out how to access a particular advanced job, simply look at the relevant row and read across to find how many abilities you need in specific beginner jobs. For example, a HUMAN Illusionist needs FIVE Black Mage abilities and THREE White Mage abilities. Pretty easy, huh?

Always remember to be wary of water.



And lava too. Don't forget that it limits your movement options.

WHY DON'T YOU GET A JOB?

There are a few things you should always remember about then jobs in Final Fantasy Tactics. The first is that almost all of your characters can change jobs whenever they want. The second is that a character that has performed multiple jobs and learned their abilities **KEEPS** those abilities regardless of what job they're currently in. So, if you decide to change your White Mage into a Black Mage, that Black Mage will still have access to ALL the abilities of the he learnt while a White Mage. All you need to do is assign them in the menu. Keep these two tips in mind and you'll be able to develop the most multi-talented and well-rounded characters possible.





Moogles have a wide range of good jobs available to them.

Here we see the human job selection screen. Cool feather!



HUMAN JOBS

REQUIRED ABILITIES

ADVANCED JOBS		Soldier	Thief	Archer	Bl. Mage	W. Mage
	Fighter	2xAbility				
	Paladin	2xAbility				
	Ninja		2xAbility			
	Hunter			2xAbility		
	Illusionist				5xAbility	3xAbility
	Blue Mage				1xAbility	1xAbility

Height can play a big role in getting the upper hand...

As can positioning yourself behind landmarks like this.

Don't follow our advice and you'll probably see this a lot.



MOOGLE JOBS

REQUIRED ABILITIES

ADVANCED JOBS		Animist	Thief	Black Mage
	Gunner	1xAbility		
	Mog Knight	1xAbility		
	Gadeteer		2xAbility	
	Juggler		2xAbility	
	Time Mage			5xAbility





NU MOU JOBS

ADVANCED JOBS

REQUIRED ABILITIES

	Beastmaster	White Mage	Black Mage
Morpher	5xAbility		
Sage	2xAbility	3xAbility	
Illusionist		3xAbility	5xAbility
Alchemist		3xAbility	5xAbility
Time Mage			5xAbility

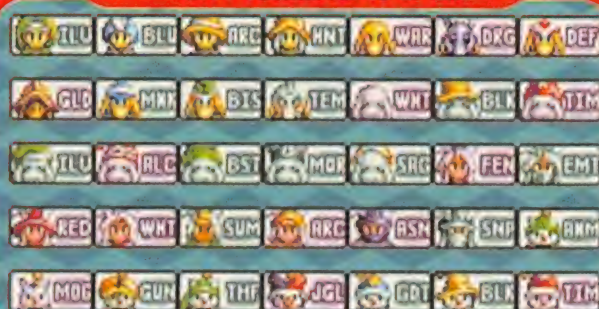
BANGAA JOBS

ADVANCED JOBS

REQUIRED ABILITIES

	Warrior	White Monk
Draagoon	2xAbility	
Defender	2xAbility	
Gladiator	2xAbility	
Bishop		2xAbility
Templar		2xAbility

These are all the jobs available in FF Tactics. All 40 of 'em.



No-Mou are a race heavily focused on magic.

Nusratt
Illusionist
Lv: 15 Exp: 62

Move 4
Jump 2 Evade 3

Whereas Bangaas make excellent melee warriors.

Elnan
Warrior
Lv: 11 Exp: 0

Move 4
Jump 3 Evade 6

Vierras are adept at support roles and make good backup.

Labinya
Assassin
Lv: 15 Exp: 0

Move 4
Jump 3 Evade 5

VIERRA JOBS - LEVEL ONE

ADVANCED JOBS

REQUIRED ABILITIES

	Fencer	White Mage	Archer
Red Mage	1xAbility		
Elementalist	1xAbility	1xAbility	
Sniper			2xAbility

VIERRA JOBS - LEVEL TWO

ADVANCED JOBS
LEVEL TWO

REQUIRED ABILITIES

	White Mage	Elementalist	Sniper
Summoner	2xAbility	2xAbility	
Assassin		1xAbility	1xAbility



HUMAN JOBS

Soldier: All round fighter class that uses swords and great-swords.

Paladin: Balanced fighter/healer that uses great-swords and knight-swords.

Fighter: Fighters only use blades and their wide selection of offensive abilities makes them a fine choice for those looking for a bit of offensive oomph.

Thief: A class with high agility and the ability to steal from enemies.

Ninja: The Ninja is arguably the most powerful offensive class in the game. Using Katanas, Ninjas can learn a

wide variety of status attacks as well as the super useful double-sword technique.

Archer: Ranged bow warriors such as these are necessary in almost every battle. With their wide-range of debilitating status attacks, Archers are incredibly useful.

Hunter: Specialised Archers that use great-bows, Hunters are extraordinarily useful for attacking monsters and necessary for capturing them.

White Mage: White Mages are

specialist healers capable of powerful curative magic.

Black Mage: Just like the White Mages, but specialises in offensive magic. Can be devastatingly powerful on higher levels.

Illusionist: Illusionists are capable of casting visually stunning spells that hit all enemies on the field at once.

Blue Mage: An odd but very powerful class, Blue Mages learn monster's abilities after being hit with them a certain number of times.

MOOGLE JOBS

Animist: Animists summon monsters and use animal abilities to aid them in battle.

Gunner: An extremely useful ranged unit that uses pistols and rifles, the Gunner can inflict heavy damage and debilitating status effects from massive distances.

Mog Knight: A specialised fighter class that uses blades and has a nice collection of offensive abilities.

Gadgeteer: An odd class that uses knuckles to cast all-over, random status ailment spells. Their random nature makes them unpredictable and irritating.

Juggler: Jugglers are essentially knife-throwers that toss their daggers into enemies to inflict damage and status ailments.

Time Mage: Time Mages specialise in time-based status boosts, such as Haste and Quicken. While being offensively useless, they're an essential support class.

NOU MOU JOBS

Beastmaster: Beastmasters use bells and other instruments to control monsters in a battle. This can be useful on odd occasions - particularly for levelling up a Blue Mage.

Morpher: As the name suggests, Morphers morph into the monsters captured by Hunters. They have access to powerful abilities inaccessible to other classes, but require a lot of patience to develop properly.

Alchemist: Alchemists are a magical class that use Maces to learn strong chemical spells. Their access to Death and Meteor make them one of the most devastatingly effective classes in the game.

Sage: Very much like Alchemists, Sages use Maces to learn Sagacity Skills.

BANGAA JOBS

White Monk: Very much like a Paladin, but lighter and possessed of less powerful curative magic.

Warrior: Warriors are essentially the Bangaa version of Soldiers and have many of the same abilities as their human counterparts.

Dragoon: Specialised dragon-slayers that use swords and also have access to the great Jump ability.

Defender: The Bangaa version of the Paladin, Defenders learn a mix of offensive and curative abilities from knight-swords and broadswords.

Gladiator: The Bangaa version of the Fighter, Gladiators learn magical attacks by using specialist Spellblade weapons.

Templar: Templars are strong fighters that learn a good selection of status affects by using spears and knight-swords.

Bishop: Like the White Monk, but heavier and capable of learning advanced curative magic.

VIERRA JOBS

Fencer: A warrior class that uses rapiers to learn offensive abilities that are - for the most part - semi-useless.

Assassin: An incredibly useful class that can learn a range of devastating status attacks from katanas and shortbows. Assassins are capable of KO'ing an enemy instantly.

Sniper: Snipers are specialist archers that can inflict severe status ailments on enemies from afar.

Elementalist: Elementalists are essentially a weak magical class that use natural forces to inflict damage and status-ailments on enemies.

Red Mage: A Red Mage is a versatile mage capable of learning curative and offensive magic. They also have access to the useful "Double-Cast" ability.

Summoner: Super-powerful spellcasters that summon massive spirits to inflict one-time damage and status-ailments on foes. Capable of devastating offensive attacks as well as defensive magic.

GREAT GAMING ADVICE FROM NURSE NESS

Dear Nurse Ness,

I just got a new game for my GBA SP called, **Dragon Ball Z: The Legacy Of Goku 2**. I have been playing it for ages, but now I'm stuck on the bit where you have to destroy the three power generators to drop Dr. Gero's barrier. Please tell me where they are! Thanks!

Clinton Sullivan

Hi Clinton!

Here are the locations of all three generators:

First Generator - The first generator is to the right of the EggBots in front of the Lab.

Second Generator - The second is all the way right then north up the mountain.

Third Generator - This one is just south of Vinnie's Pad. Flip the Green, Black and Blue switches and a silver door will open in Vinne's Pad. Enter it to find the last generator.

Dear Nurse Ness,

I am having trouble with **Dragon Ball Z: Legacy of Goku**. I can't find the green artefact or get to the top of the temple to place the three artefacts in their places. Please help me!

David

Hey David,
The temple you're talking about is the Namek temple. Enter it and go straight ahead and

stand on the white platform to warp to the next room. Now go south and all the way east until you reach the wall. Go north and you'll come to a statue of a hand pointing to the right. Walk in the direction it points to find a hidden room through the

wall. Grab the Green Artefact. You now have all 3 Artefacts! Hooray for that!



**WELCOME
TO ANOTHER EDITION OF
NURSE NESS!**

Thank you for all the great pictures and letters and emails! Remember when you write to me include as much detail as possible about where you're stuck on and what you need help with - this will help me figure out exactly what you need to know and reply quickly. Remember: I'm always here to help, so keep writing in!

Nurse Ness, GBA World

78 Renwick St, Redfern, NSW 2016

Or email me at: Nurse_Ness@hotmail.com

Happy gaming!





Dear Nurse Ness,
Help! I need to know how to
get a Feebas in Pokémon
Sapphire! Which rod do I use?
Nick J

Yo Nick J,
 To catch Feebas you need the Good Rod. Take it, go to Route 119 and go fishing on the only lake there. Check the entire lake and eventually you'll find come across the Feebas. It's a pretty big lake, so it might take a while - stick with it, though, and you'll eventually hit the jackpot. Have fun fishing!

Dear Nurse Ness,
I need some help. I've finished
Street Fighter Alpha 3 with Ryu,
Vega, Akuma, Cody, Len and DJ
all on 3 stars ... and I haven't
unlocked 1 other mode yet! No
secret characters or anything!
So how do I actually unlock the
secrets? Huh?!

Matt McGrath

Hi Matt,
 Here you go: a complete list of unlockables in SF Alpha 3 and how to get them!

Classic Mode - Win 50 Battles in Survival Mode

Mazi Mode - Win 30 Battles in Survival Mode

Saikyo Mode - Win 10 Battles in Survival Mode

Dramatic Battle - Finish Single Mode once.

Final Battle - Win Boss Battle Survival Mode

Survival Mode - Win Dramatic Battle Mode

Eagle - Finish Single Mode with 11 different characters

Evil Ryu - Finish Single Mode with 3 different characters

Guile - Finish Single Mode with 5 different characters

Maki - Finish Single Mode with 7 different characters

Yun - Finish Single Mode with 9 different characters

Shin Akuma - Finish Single Mode with Eagle, Evil Ryu, Guile, Maki and Yun

Final Bison - Finish Single Mode on highest difficulty with Shin Akuma

Dear Nurse Ness,
I need help with Pokémon
Sapphire! I can't find a bunch of
Pokémon, namely: Bagon,
Latias, Relicanth, Huntail,
Gorebyss and Wailord. Where
do I find them?

Camille

Howdy Camille,
 Bagon can be found at Meteor Falls, but you need HM Waterfall. To find Latias, go to your house and look at the TV to see that a red flying Pokémon has been seen around the Hoenn region. Go there and you'll encounter this level 40 Pokémon. Make sure you bring Wynaut or Wobbuffet, as their Abilities prevent the Latias from fleeing battle. It's also strongly recommended that you use a Master Ball. Relicanth can be found underwater in Sootopolis City. They're rare, so make sure to persist and you'll eventually find one. Huntail

and Gorebyss need to be traded for (with a Clamperl) and Wailord is an evolved Wailmer - which can be found all over the place. Good luck!

Dear Nurse Ness,
In Pokémon Ruby, I don't know
how to catch the legendary
Pokémon Rayquaza. Where is
Rayquaza found and what
Pokéball is required to catch it?

Azza

G'day Azza,
 Rayquaza is a Dragon/Flying legendary Pokémon and is probably the strongest Pokémon in the game. It can be found in the Secret tower East of Pacifidlog town. To catch it, use an electric Pokémon to chip down its HP and keep trying various Pokéballs. A Master Ball is highly recommended, but isn't guaranteed. Rayquaza's a tough one, so watch out!

Well, that's it for another issue! Thanks to everyone who wrote in - I hope I helped!

Happy gaming!

NURSE NESS



PEACH'S PREVIEWS



Hooray! Hooray!
Yay for me! I've finally got more than two previews again! And just look at the games! The Sims, Boktai, Crash... it looks like all my complaining to Mario finally paid off. Peach's Previews return!

PREVIEWS

- 77 CRASH NITRO KART
- 78 SIMS BUSTIN' OUT
- 80 BOKTAI





Stats play an important role in determining your Karter's performance.

As you can see, there are heaps of tracks to race on.



Okay, so I'm coming last. Shut up. I'm crap at racing games.



But not that crap! Look at this, I'm coming fourth here!



And back to last again. It's all Crash's fault, I tell you!



CRASH NITRO KART

KART RACING GOES KRAZY WITH THE WORLD'S BALMIEST BANDICOOT

► Distributor: Vivendi

► Type: Racing

► Out: Soon!

Judging from our Reader's Top 20 list (which, you'll notice, is back in this issue), Crash is quite the popular bandicoot amongst GBA gamers. And why shouldn't he be? Vivendi's charming cartoon hero has all the moves and personality you could ever want out of a platform game protagonist. There's a reason Crash has been around as long he has - he's a bloody good character and his games are generally quite fun to play. You don't have to take our word for it. Just take a look at the previously mentioned Reader's Top 20 section.

Therefore, you can probably guess why we're getting all excited about Crash Nitro Kart. It's Crash and it's Karts! Players will be able to race as almost any of the trippy characters in the Crash universe, including (obviously) Crash, Coco, Neo-Cortex and N-Tranced. In addition to that, there are a HEAP of courses available as well as a variety of game-modes - including link-up play! Can't go past Karts for multiplayer fun.

We've been playing an early preview build of Nitro Kart and we really like what we're seeing so far.



The Karts handle well, the graphics are top notch and the competition is fast and fun. Expect a full review next issue!

PROSPECT:



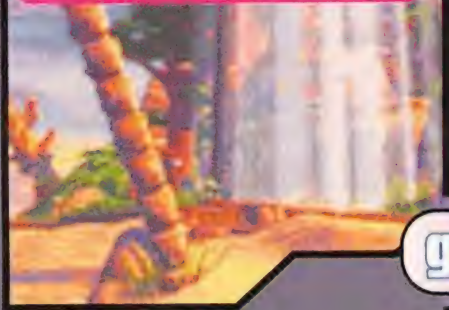
As well as the usuals, there are many secret characters to find.



Wake up Crash! There's no time to snooze! Get that Kart going!



You can't see it, but a UFO is behind that column of light...





Our hero attacks a vicious Nazi hay-cart.



Our hero attacks a vicious Nazi hay-cart.

THE SIMS BUSTIN' OUT

Amazingly, The Sims Bustin' Out comes with a huge variety of career paths for players to pursue with their chosen Sim. These include jobs like Cliff Diving Instructor, Mad Scientist, Fashion Victim and - best of all - Iron Pizza Chef! Play it at work and pretend to have a job that you actually like! (You're fired - Ed)

Get a job you lazy bum



Our hero attacks a vicious Nazi hay-cart.



THE SIMS BUSTIN' OUT

ANYONE FOR A SLICE OF SUBURBAN LIVING?

► Distributor: EA ► Type: SIM ► Out: DECEMBER

► You've probably heard of The Sims. It's the PC game where you control little people going about their lives in a simulated suburban home and it has pretty much taken over the entire world as we know it. It is almost impossible to go into any shop that stocks computer games and not a copy of The Sims on shelf alongside several of its attendant expansion packs. And now - after a brief stint on other consoles - it's coming to the GBA. Can The Sims ever be stopped?

Judging from what we've seen of The Sims Bustin' Out so far, we'd have to say that the answers to that question is probably "no". The simple fact is that developing and nurturing your own "little computer people" is addictive beyond all reasonable expectation. On the GBA you will be able to almost everything you could do in other versions of The Sims. You can buy over 150 exclusive objects to decorate your house; you can customise your Sim and tend

to their everyday needs such as eating and bathing; you can even go to animal shelter and adopt a cat or dog as a pet. You can create your own little virtual life and live it on the go. Engrossing doesn't even begin to describe what we're talking about here.

Expect a full review soon.

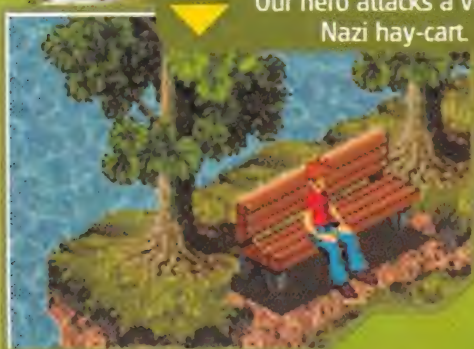
PROSPECT:



00h:20m

Our hero attacks a vicious
Nazi hay-cart.

521

Our hero attacks a vicious
Nazi hay-cart.Our hero attacks a vicious
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Nazi hay-cart.

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The Croc Hunter's going to need a big sack for this one...



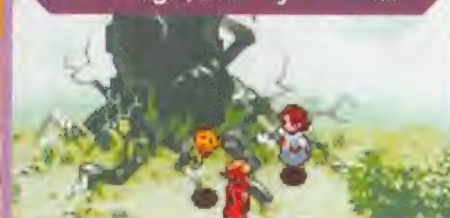
The environment is affected by the sun too...



Kinda looks an old SNES game - Equinox.

Lita:
"Good to see you,

The roleplaying elements are light, but they're there...



BOKTAI: THE SUN IS IN YOUR HAND

HANDS ON PREVIEW DIRECT FROM THE LAND OF THE RISING SUN.

► Distributor: Atari

► Type: RPG

► Out: 2004

► Django is a vampire hunter and we all know what vampires hate, right? Yep, no prizes there if you said the sun. Which is why Boktai - a new RPG from Konami - is such an interesting title. They've taken this basic bit of vampiric folklore and merged it with the real world. How? Well, it's simple. The Boktai game cart houses a small sunlight sensor at the top end, and the amount of sunlight it gets directly affects what goes on in the game as you play.

And there are a number of things within the gameworld that are sunlight dependent. For one, some monsters simply will not

come out to play in the sunlight (smart bastards), while others will be simply rendered invisible by the power of the sun. Certain monsters can also be lured out into the sun for instant death.

Another aspect is Django's primary weapon - a blaster gun that harnesses the power of the sun. It's powered by the real sun, so you'll be at a better advantage should you play on a sunny day as opposed to a cloudy one. But don't sit in the sun too long - Django's gun will overheat requiring you to find some shade. Obviously, we're quite intrigued as to

how this element will work and just how much the weather and time of day will dictate how successful and efficiently you can play this RPG.

As for the game itself? Plenty of old-fashioned dungeon romping and puzzle-solving is promised: we'll give you a full report when we get our hands on a English version in the very near future. Until then, grab sunscreen and pick out your favourite hat - you're gonna need it.

PROSPECT:



We'll give a prize to anyone who can guess which *GBA Worlder* those hands belong to!



What's that? A Pokéball symbol on the floor there?



"Uh... this really isn't looking good for me, is it?"



This is how vampires learn to count, you know.

Look at him hiding behind that block there. What a big bloody wuss he is.



METAL GEAR BOKTAI

The creative force behind BOKTAI is none other than Hideo Kojima, the man who's better known for bringing the Metal Gear Solid series to life. And his love for stealthy adventuring shows up in BOKTAI - some enemies will only respond to you if you appear in their line of sight or make a sound within their hearing range. With the ability to hug walls, BOKTAI is a game that encourages and rewards sneaking around.





TOAD'S TOP TEN

TOP TEN THINGS TO DO WHEN YOU CAN REWIND TIME LIKE THE PRINCE OF PERSIA

10. Skip back a few seconds and move in front of the ball just before it goes into goal.
 9. Go back a few months and tell yourself not to buy "Black Belt Challenge".
 8. Watch lottery. Rewind. Pick numbers. Get rich. Repeat.
 7. Rewind back an hour or so and stop playing F-Zero BEFORE you break your GameCube controller against the wall.
 6. Set a CD to play in reverse and then listen to it go back to normal as time reverses.
 5. Watch people throw-up in reverse.
 4. Rewind a road-trip and make sure you REALLY go to the toilet before leaving home this time.
 3. Go back to 1980s Japan. Tell Shigeru Miyamoto to invent games about an Italian plumber duo. Take all credit and subsequent royalty payments.
 2. Visit a young Bill Gates and convince him to go into male modelling instead of computing.
- AND NUMBER ONE IS...**
1. Go back in time with a GBA SP. Give it to the engineers at Nintendo HQ and tell them to GET IT RIGHT THE FIRST TIME, DAMN IT!

Next Month in GBA World

HUGE REVIEW EXTRAVAGANZA

MARIO & LUIGI: SUPERSTAR SAGA
SWORD OF MANA

LORD OF THE RINGS: RETURN OF THE KING
HARRY POTTER: QUIDDITCH WORLD CUP

ALSO...

F-ZERO GAMEGUIDE, HISTORY OF NINTENDO PT. 2 AND HEAPS
MORE! DON'T MISS IT!

GBA World #7 – on sale February 4!

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